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PC
CASTLE WOLFENSTEIN PICS

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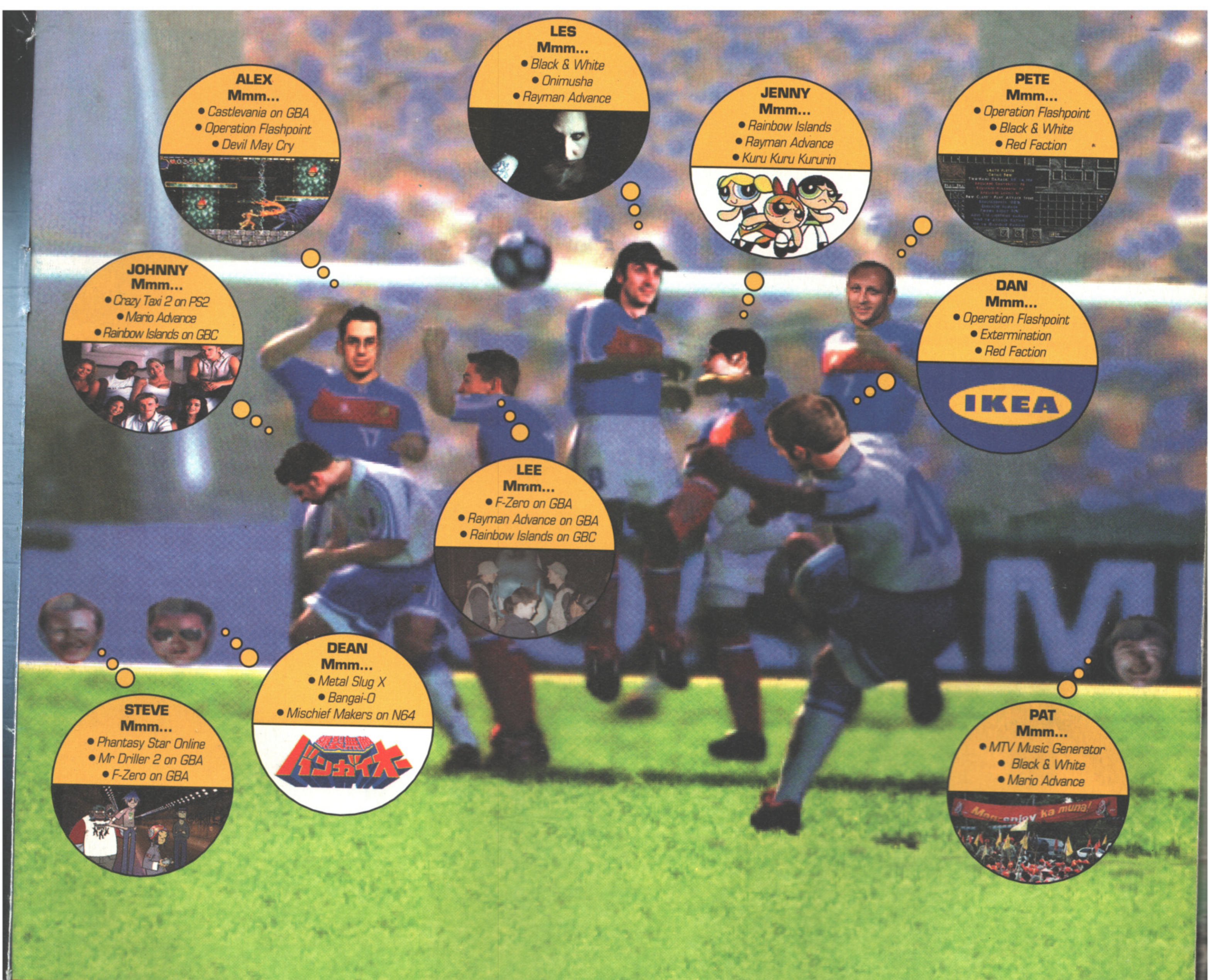
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• Castlevania on GBA
• Operation Flashpoint
• Devil May Cry
LES
Mmm...
• Black & White
• Onimusha
• Rayman Advance
JENNY
Mmm...
• Rainbow Islands
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PETE
Mmm...
• Operation Flashpoint
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JOHNNY
Mmm...
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DAN
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• Extermination
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IKEA
LEE
Mmm...
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DEAN
Mmm...
• Metal Slug X
• Bangai-O
• Mischief Makers on N64
STEVE
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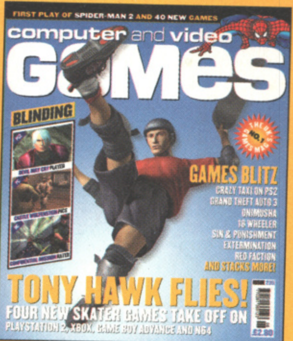
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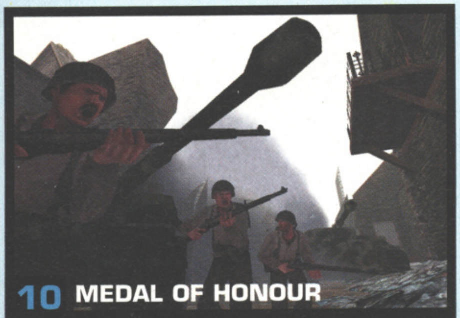
YOUR INSIDE LINE ON EVERYTHING NEW IN GAMES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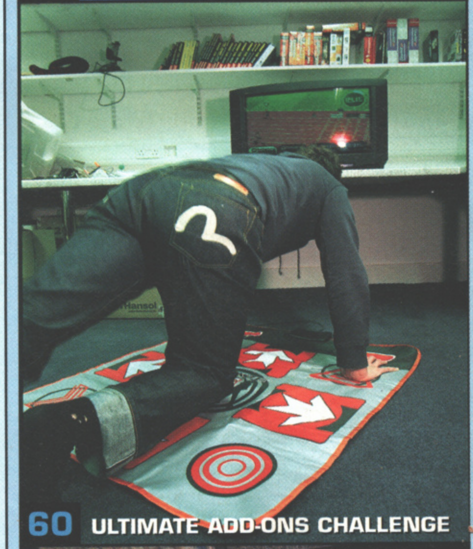
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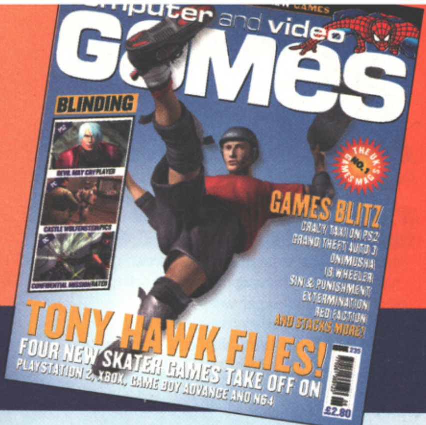
IN THE SHOPS SOON
CHECK HIM OUT NOW!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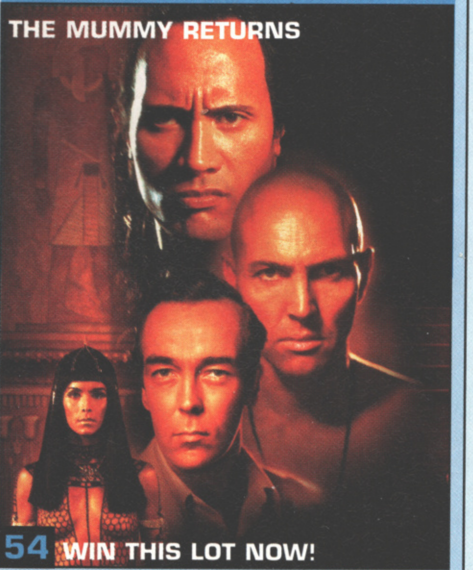
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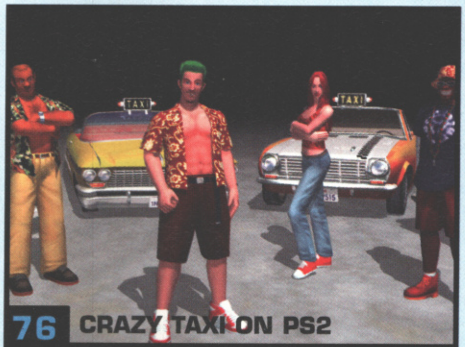

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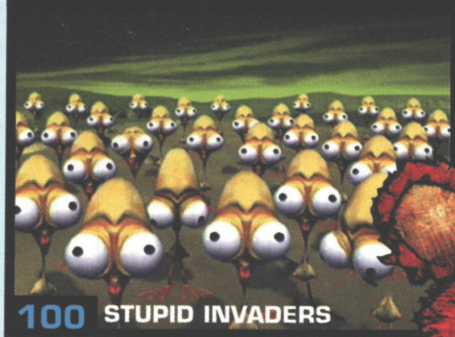

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ACCESS ALL GAMES

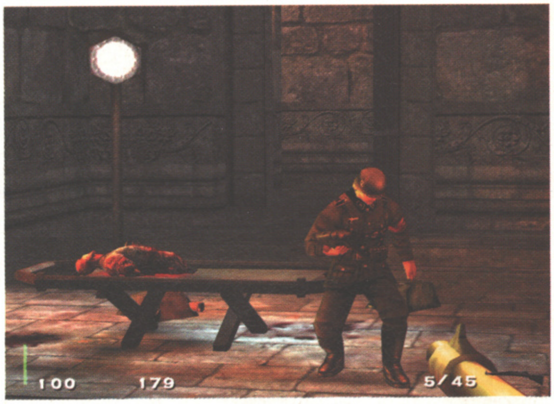
A WHOLE MONTH'S NEW GAMES IN ONE PLACE

RETURN TO CASTLE WOLFENSTEIN

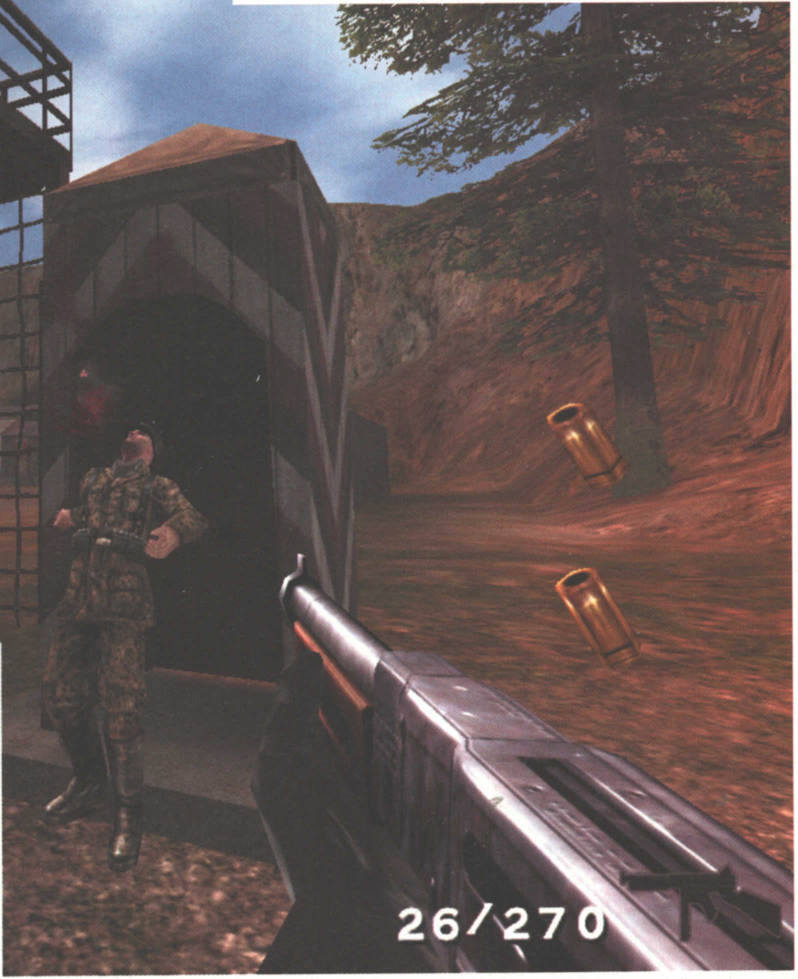
OUT **TBC** PLATFORM **PC**

Political correctness is about to be thrown out of the window. This is all about war and us giving the Germans a damned good hiding. One of Hitler's cronies, Himmler, is building some nasty super weapon, so there's no waiting around to see what it does – it has to be destroyed, along with as many of the guards as is humanly possible. Well you don't have to kill everything, but it's more fun that way.

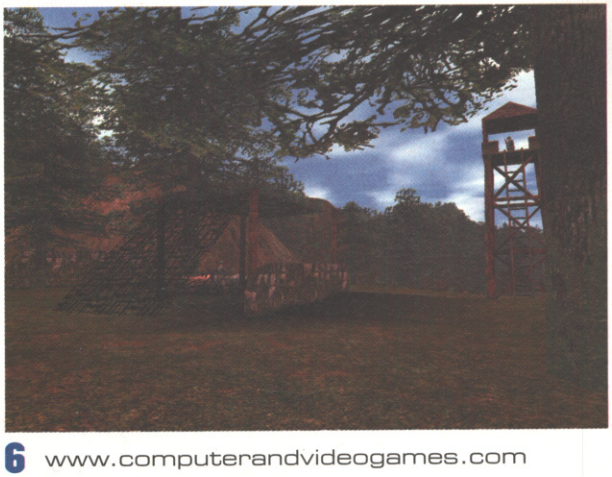
UPDATE



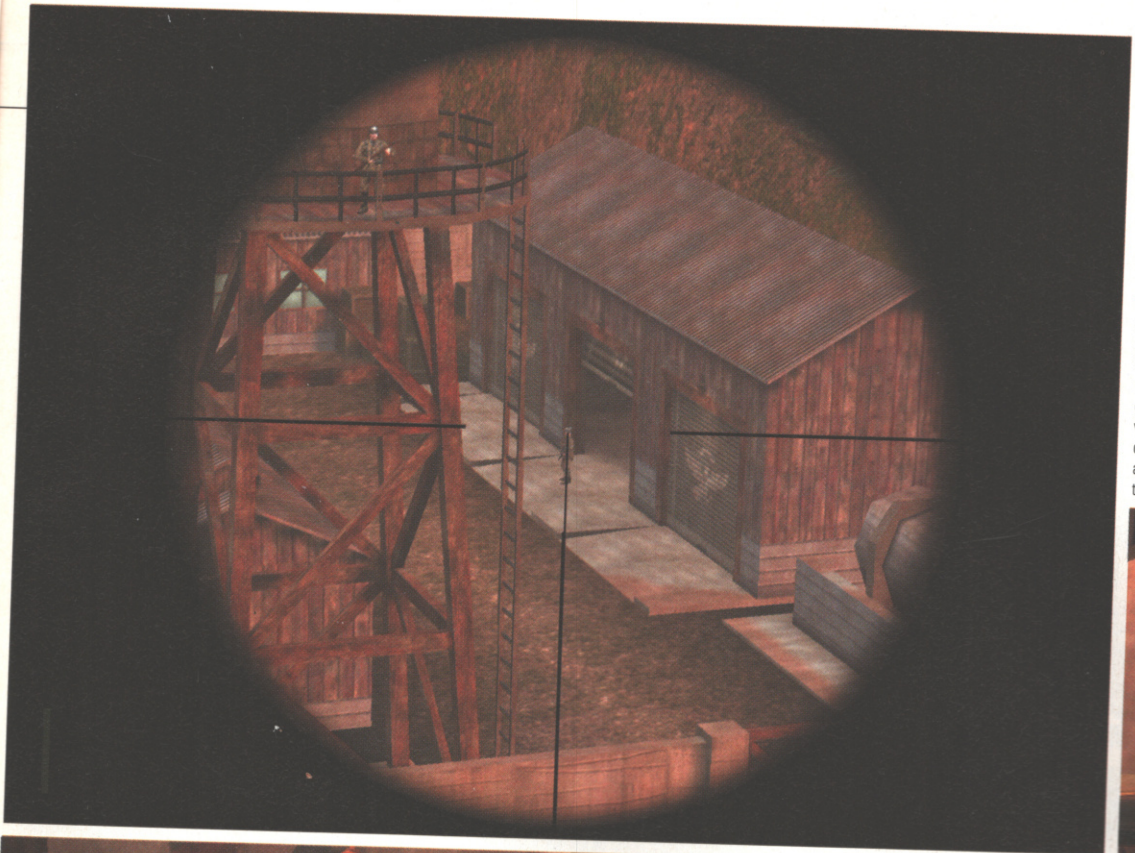
▶ Oi! Your shoelaces are undone. Ha, fooled ya. Do these Nazi soldiers fall for the oldest tricks in the book or what?



▲ Hang on, let's just zoom in there a second – yup, that's blood, *Wolfenstein* definitely has gore, ladies and gentlemen. Thankfully. And on top of plenty of the red stuff, the plot's based on Hitler's real-life obsession with the occult, so this one should definitely turn some turn heads when it comes out

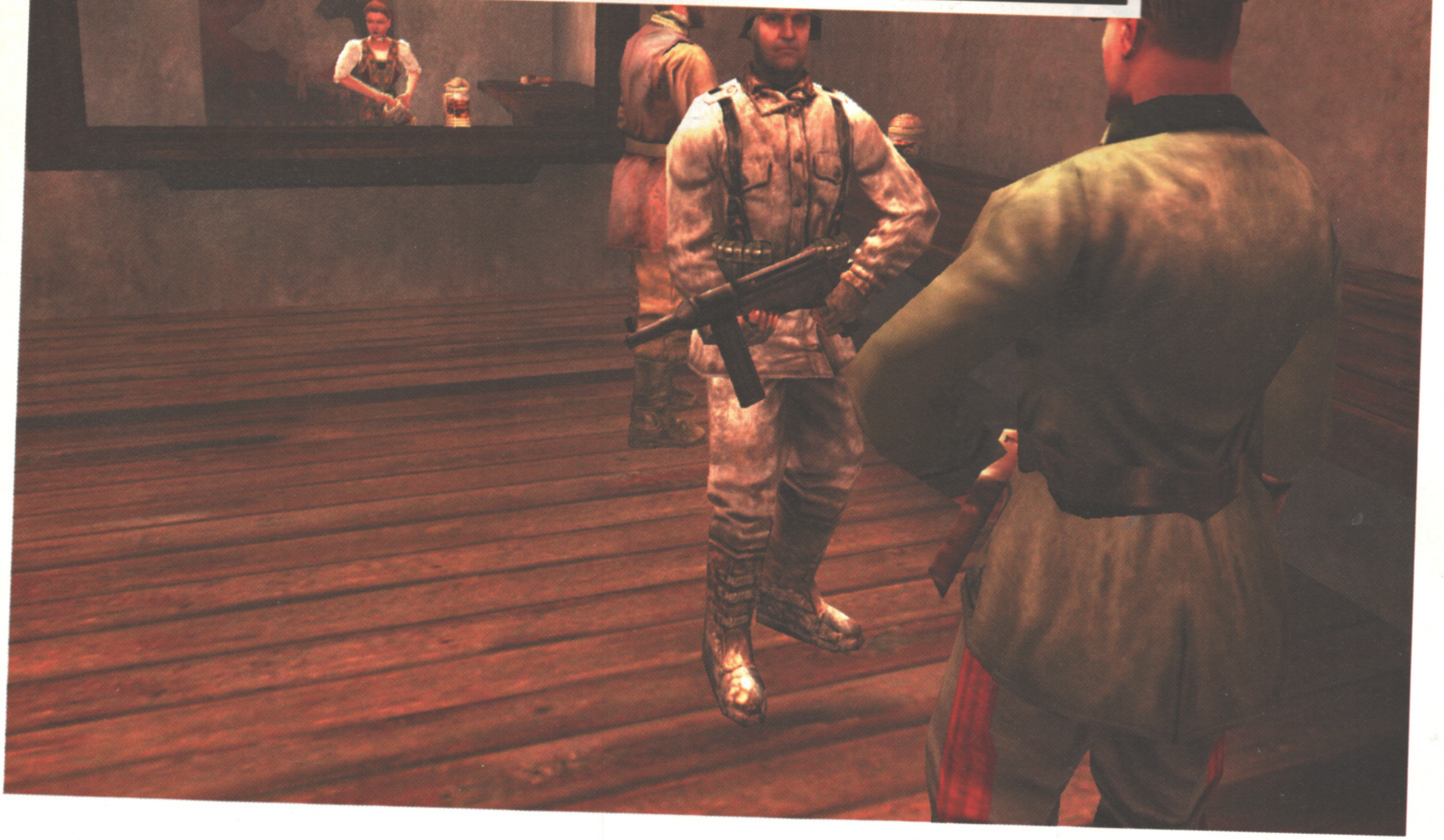


◀ *How* much detail in that scenery? Enough to make your eyes quiver like a plate of jelly on a washing machine



◀ Oh well, this'll keep Pete happy – it's got a sniper rifle in it. That means no one will be safe in the multiplayer romps in the office. Zoom in 'til you see the whites of their eyes. Pull the trigger to remove said eyes. Along with more stormtroopers than in the whole *Star Wars* trilogy, Himmler's experiments have led to a castle full of super soldiers, zombies and mutants with one objective – wearing your guts for garters

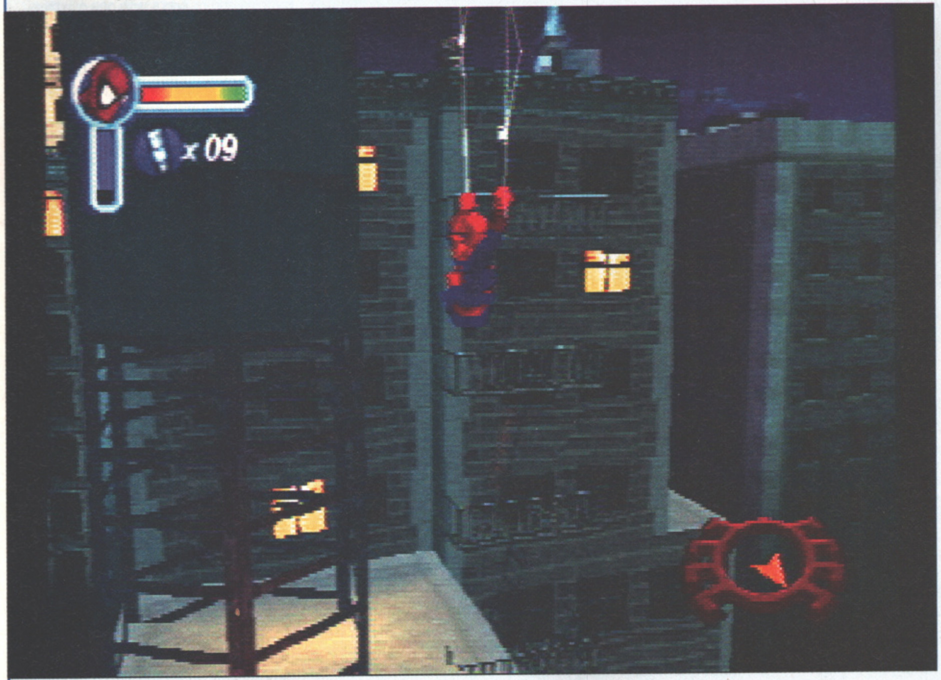
▼ Three Germans walk into a bar – oh hang on, that's the wrong joke. Get a drink off the Fraulein and accuse some Nazis of spilling your pint to start a fight. *Wolf* uses the *Quake 3* engine to devastating effect with lush visuals that – providing your graphics card can handle it – look like blowing away just about any console game out there right now

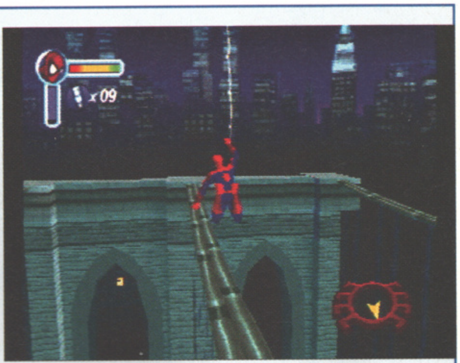


SPIDER-MAN 2: ENTER ELECTRO/SPIDER-MAN: MYSTERIO'S MENACE

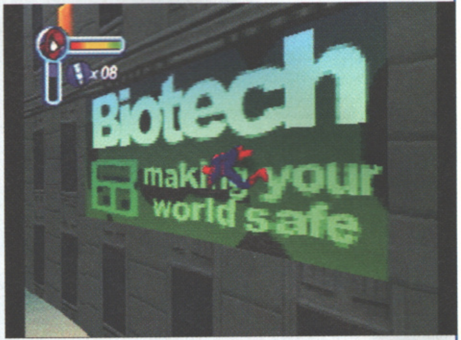
OUT **TBC** PLATFORM **PLAYSTATION/GAME BOY ADVANCE**

The web-flinging, wall-climbing neighbourhood spider-freak is back, promising to be better than ever – as well as appearing on his first GBA title. Only problem is, Activision's first three screenshots of *Spider-Man 2* (below and right) don't do it justice. Don't blame us.

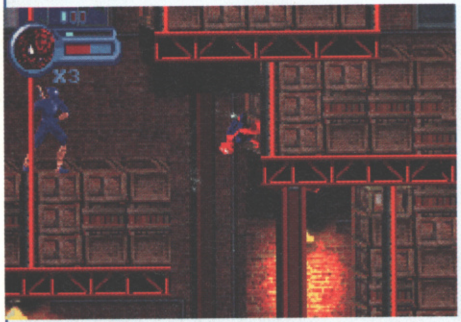




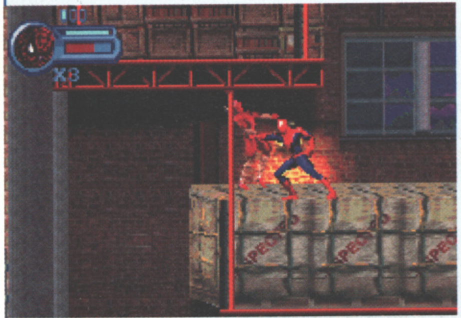
▲ PSone: New moves, attacks and combos give you a more fists-on feel in the new levels and scenarios



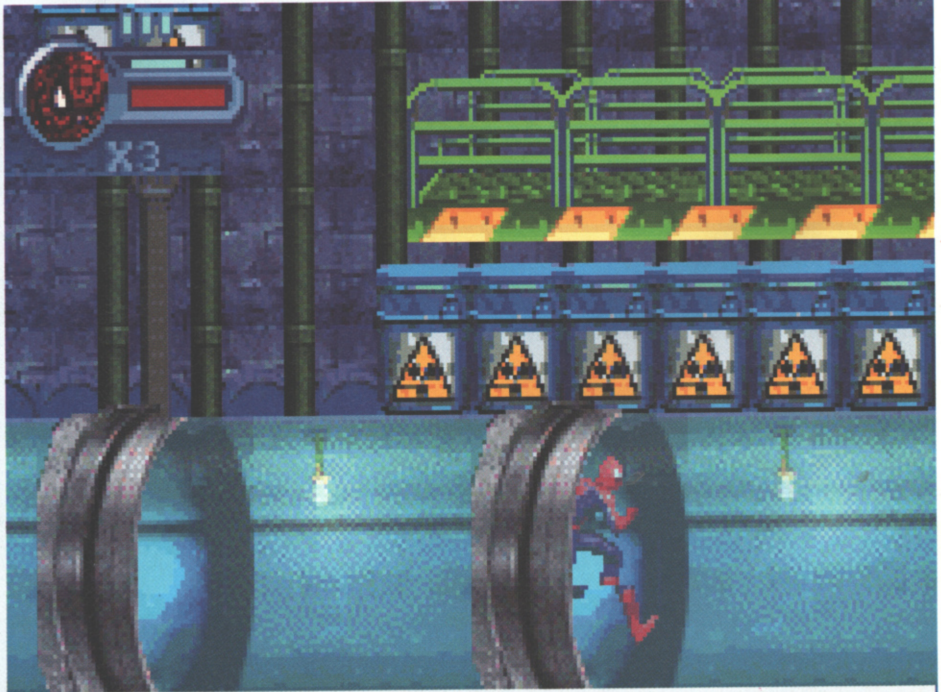
▲ PSone: There's a more ground-based feel to the action to break up the swinging-between-buildings sections of *Spidey 2*



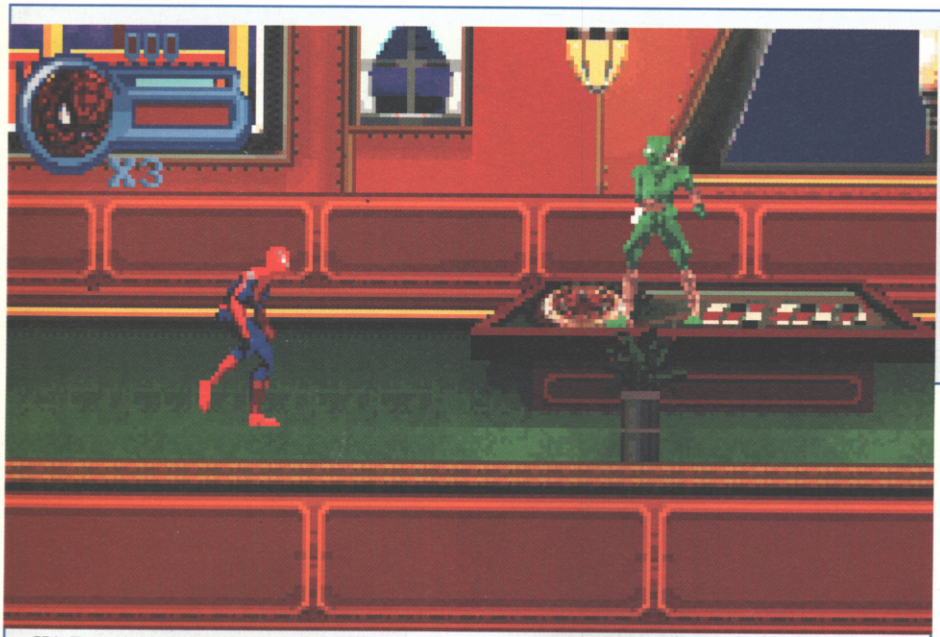
▲ GBA: *Mysterio's Menace* really brings home the comic book feel, with its side-scrolling *Final Fight*-style action



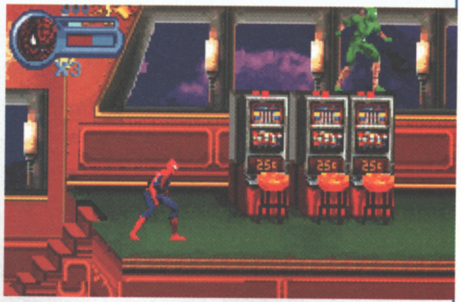
▲ GBA: Villains you meet include Rhino, Scorpion and Mysterio



▲ GBA: Auto-targetting and new air-to-ground combat will make you feel like the ultimate superhero. (*Superman*'d have him though)



▲GBA: The levels are huge – far bigger even than the likes of *Rayman* – plus the weapons and fighting look very cool indeed

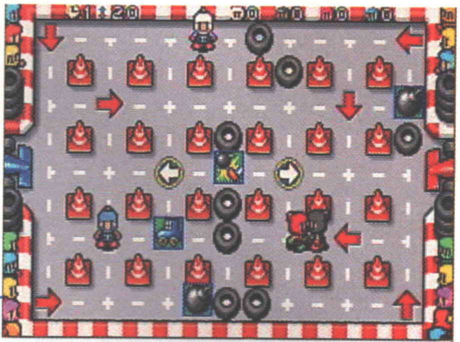


▲ GBA: You'll notice the parallax scrolling – an old SNES trick (even *Diablo 2* used it) making the backgrounds more prominent

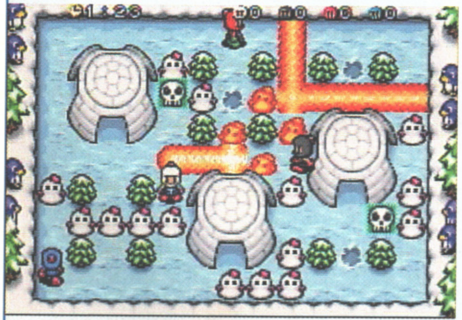
BOMBERMAN TOURNAMENT

OUT **2001 TBC** PLATFORM **GAME BOY ADVANCE**

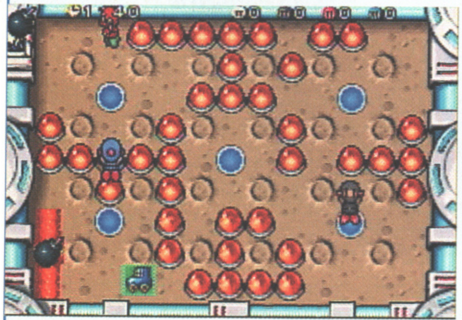
Four-player *Bomberman* with only one copy of the game! Need we say more? Yeah? Okay then how about a one-player game that introduces a whole load of genres to the *Bomberman* mix, including *Zelda*-style exploration and *Pokémon*-style critter collection.



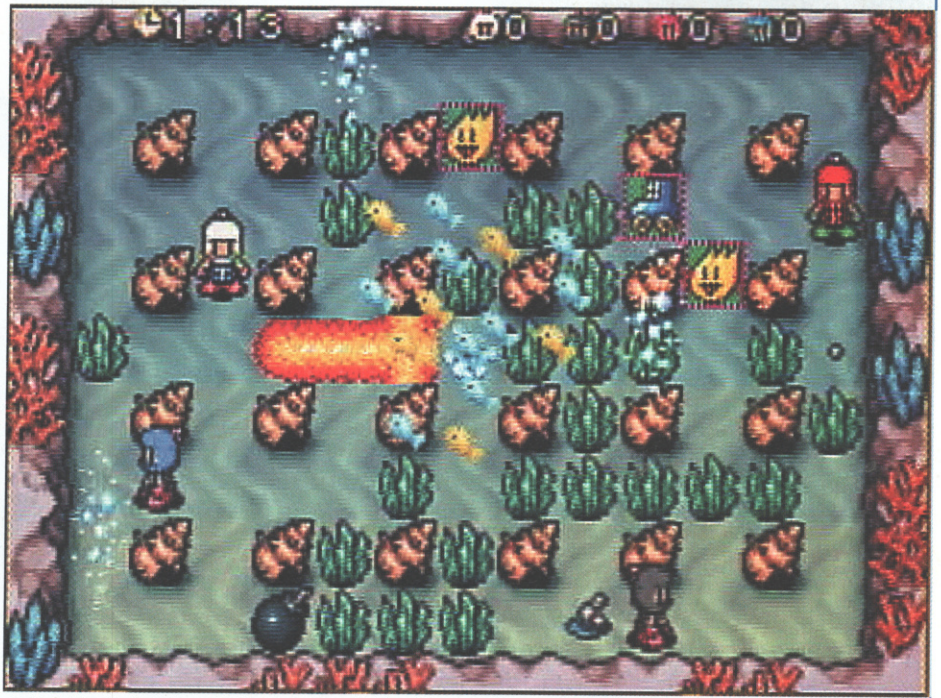
▲ More fun than can possibly be healthy while playing with bombs. Just you watch the moral minority get the wrong idea and condemn this one. Oh, puh-lease



▲ Nothing, we repeat nothing, will top the satisfaction of blowing away three of your mates on this



▲ The coders are tweaking the *Pokémon* collecting aspect



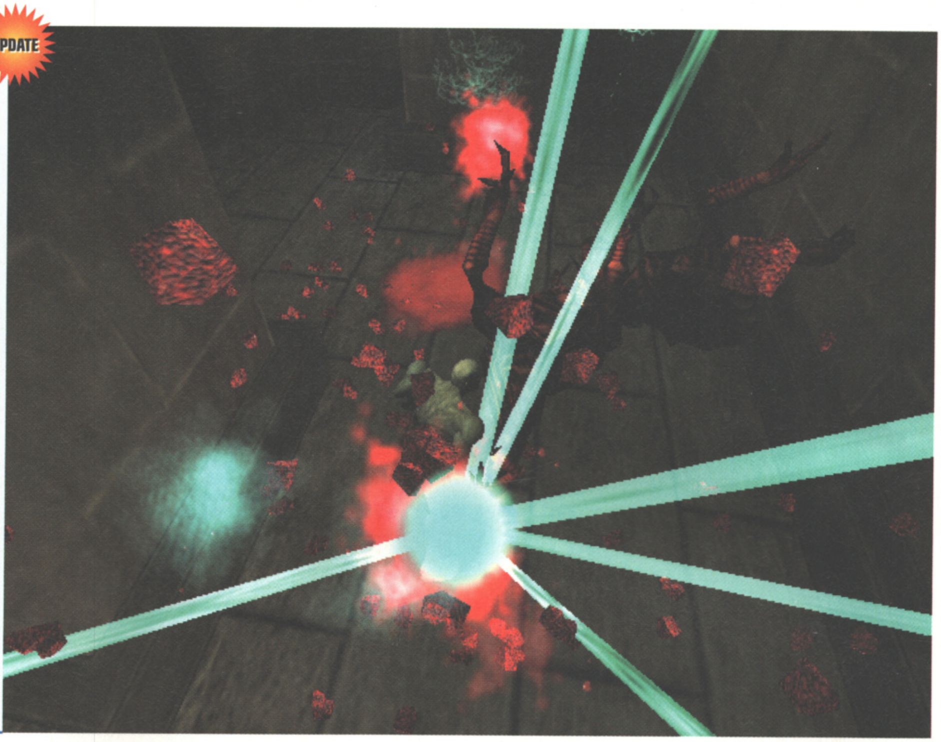
▲ It's set to play in a lot less of a linear manner and will need the use of the odd braincell or two, as well as the usual rapid reactions

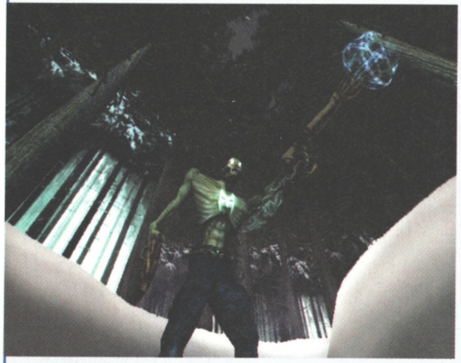
UPDATE

SHADOWMAN 2ECOND COMING

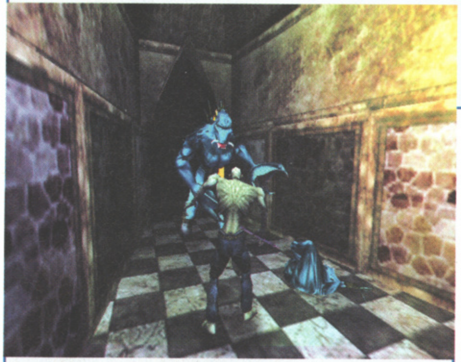
*OUT***AUGUST** *PLATFORM***PLAYSTATION 2**

The release date is now set for the eagerly awaited sequel to the horrifically awesome *Shadowman*. Following on from CVG's world exclusive cover story back in January, we've got these fresh sexy new shots to wow your eyeballs.

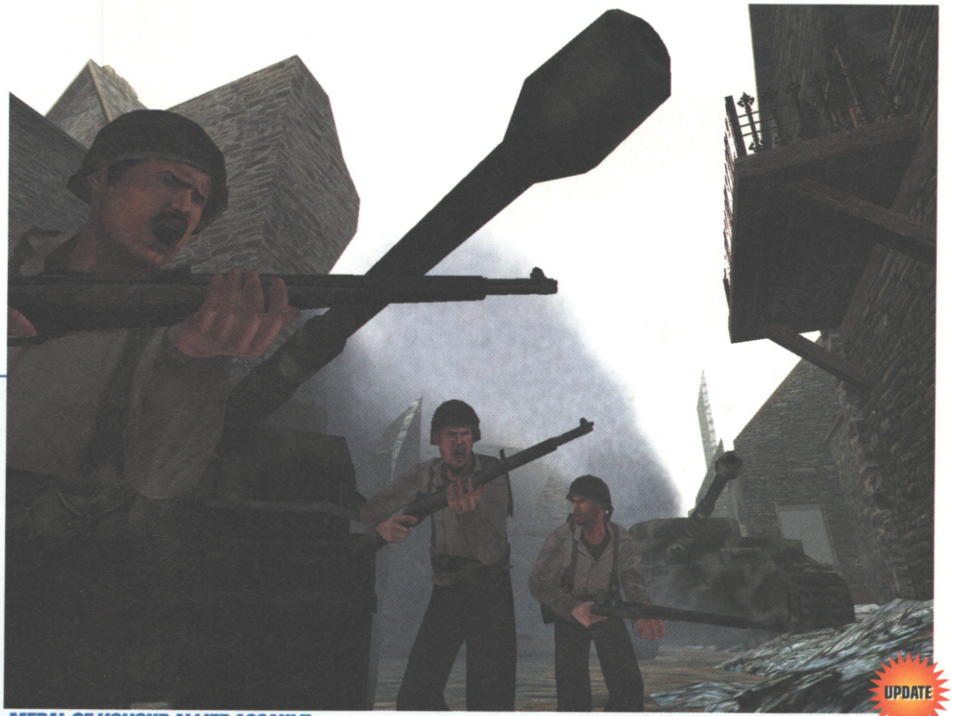




▲ The level of graphical detail in Mike, his alter-ego Shadowman and in the surroundings is staggering. Check out this bunch of screenshots and feel the force of the those gibs beckoning



▲ Baddies will come thicker and faster in this sequel and already there appears to be more variety and terrifying imagination in the ugly buggers you'll have to fight. You'll have to battle demons, deranged guards and limbless zombies in your quest to save the world from impending Armageddon



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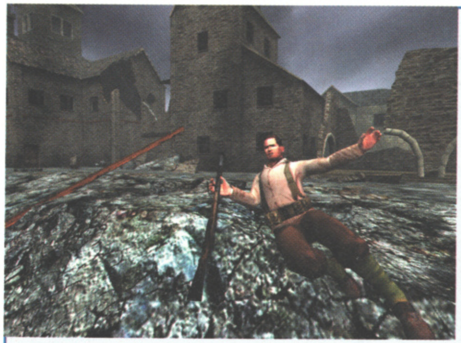


▲ Using the *Quake 3* engine, *MOH: Allied Assault*'s locations look sweet, boasting authentic uniform insignia and posters on walls. With six times as many units on-screen as PSone's original, you'll see loads of friendly troops fighting Jerries too

MEDAL OF HONOUR ALLIED ASSAULT

*OUT***AUTUMN 2001/TBC** *PLATFORM***PC/XBOX**

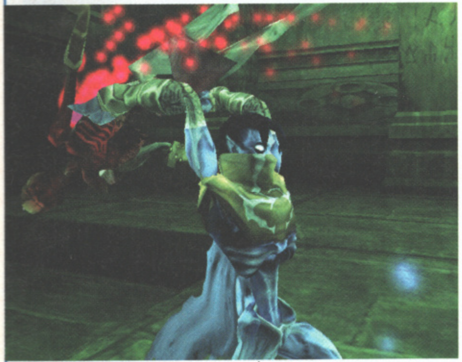
EA has confirmed an Xbox version for its premier WW2 FPS. There's nothing to see yet, so these shots are all from the PC version, due out later this year. An extra Xbox-only mission is promised. Meanwhile, PS2 gets two all-new *MoH* games, *Fighter Command* and *Frontline*.

UPDATE

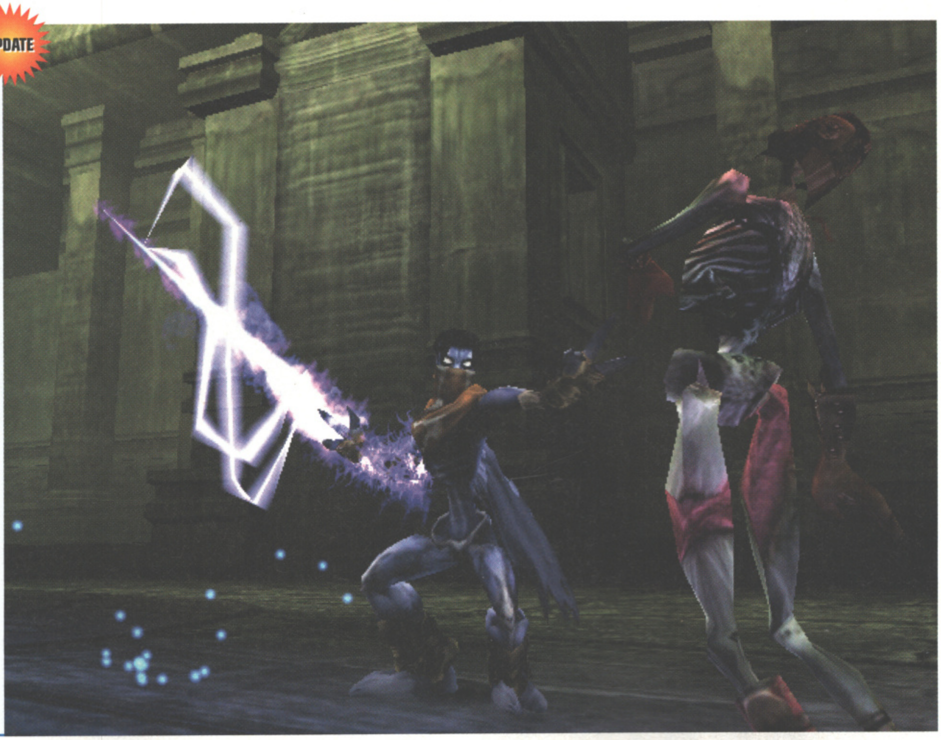
LEGACY OF KAIN: SOUL REAVER 2

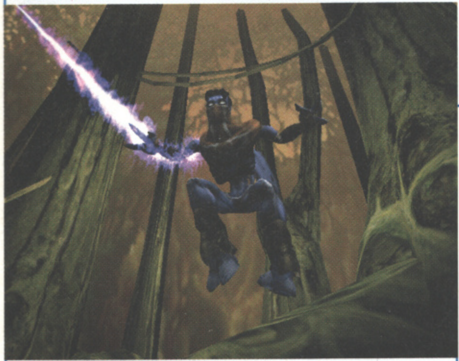
OUT**AUTUMN** PLATFORM**PLAYSTATION 2**

Banished vampire warrior Raziel is reborn once more in *Soul Reaver 2*. The sequel picks up from where the last game left off, and acts as a kind of episode two in the gothic saga of vengeance, justice and impaling foul beasts on poles. Yes!

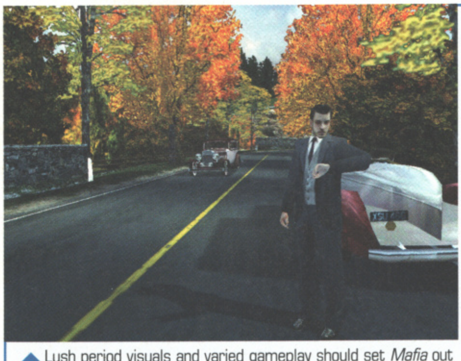


▲ So far, still screenshots haven't shown a massive graphical leap over the DC version of the first game, but we're hoping once we see a preview version our eyes will be treated to joy

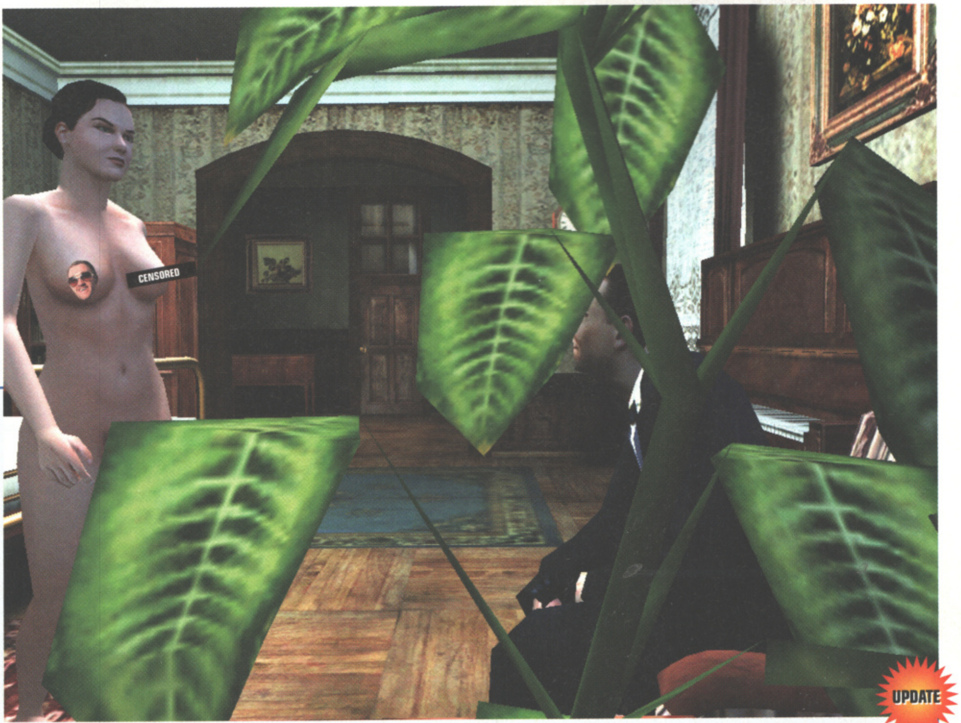




▲ Most exciting perhaps in the sequel are the new environments on offer, including this reedy, mossy swamp. Raziel will again have the ability to shift between the material and spiritual planes and will be blessed with special abilities as he progresses. *Soul Reaver 2* will be big. We'll keep you posted



▲ Lush period visuals and varied gameplay should set *Mafia* out from the crowd of mission-based racers, and the on-foot missions and cool underworld Thirties setting will appeal to wannabe Al Capones the world over. Make it good, boy



UPDATE

MAFIA

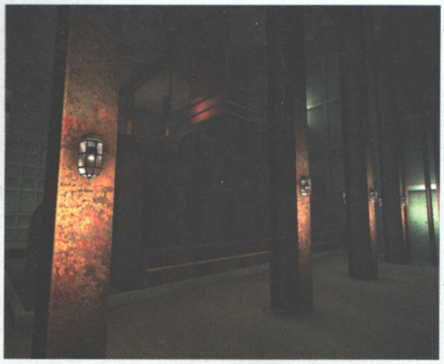
OUT**TBC** PLATFORM**PC**

Tsk, tsk – it's a naked lady. But gratuitous nudity aside, *Mafia* is shaping up to be a sweet driving/action adventure game that should let you live out all the gangster fantasies you've ever had. Take to the streets of 1930's America as a morally challenged crime lord.

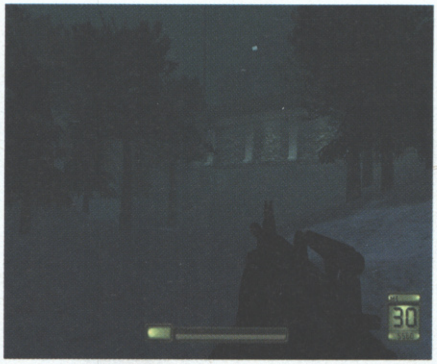
SOLDIER OF FORTUNE 2

OUT **TBC** PLATFORM **PC**

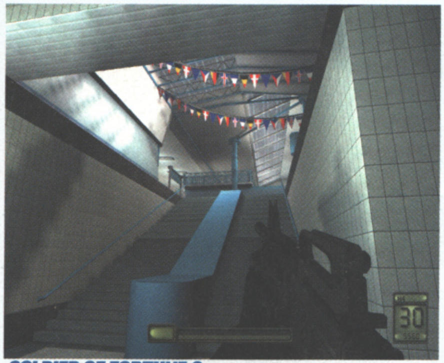
The goriest first-person shooter of all time is back and is more blood-filled and controversial than ever. The gameplay is also great but hey, that's not what'll grab tabloid headlines.

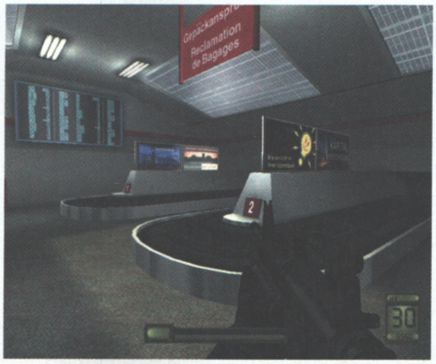


▲ There's no multiplayer option in the game – which seems a bit of a let down – but a unique random level generator means that you need never play the same mission twice. Additions to the gameplay include greater stealth, like crawling through grass and shutting down lighting circuits, plus the ability to pick locks and interact with other elements of your environment. Plus, did we say it was gory already?



▲ You'll face levels set all over the world as you try to stop a mad terrorist group from developing a deadly genetic weapon. These pics of wandering around a dingy forest look sweet indeed. But who cares about plot when you can blow away body parts and leave intestines dripping everywhere? The first game got banned in several countries and though this one probably will as well, it seems they just don't care



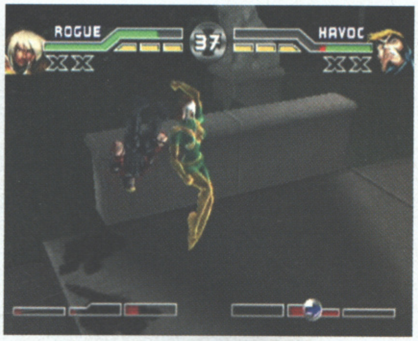


▲ How gory? Well, shoot someone in the head and watch as their eye pops out on a tendon and pieces of skull and brains slowly slide down the wall. We've no idea how they motion captured that, but it uses a tweaked *Quake 3* engine (like every other forthcoming FPS it seems), so it'll look mint

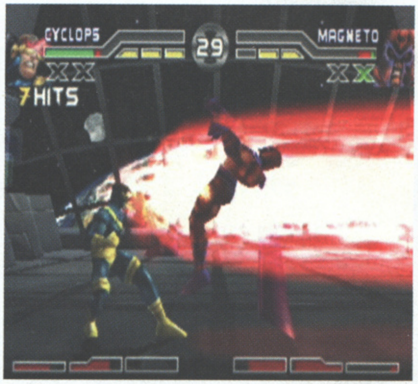
X-MEN MUTANT ACADEMY 2

OUT **TBC** PLATFORM **PLAYSTATION**

Hmm, we're not sure about this one. The original sucked but sold OK in the UK. The sequel has tarted up graphics and a few new characters to play as. Again, hmm.



▲ Does that make it worth buying if you have the original? We'll see. New string combos and counters will give it some appeal to hardcore fighters

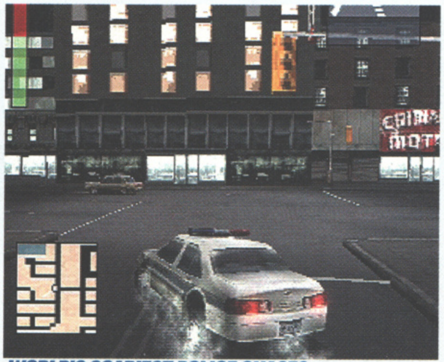


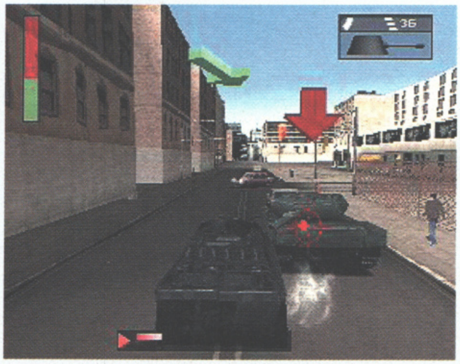
▲ There are three tiers of aerial combat to get your head around, with six new characters including Rogue, Night Crawler, Havok and Forge

WORLD'S SCARIEST POLICE CHASES

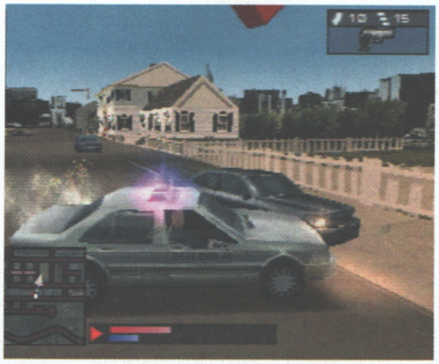
OUT **TBC** PLATFORM **PSONE**

One of the craziest TV licences ever, but strangely one that works better than most. Play a cop chasing cars through a huge city, using guns and your driving skills to bring them in.





▲ All the chases are based on actual police stories from the US, so you shouldn't be surprised to find yourself chasing a stolen tank through city streets. The two-player mode allows one of you to drive while the other fires out the side window. Should be fun but, again, controversial

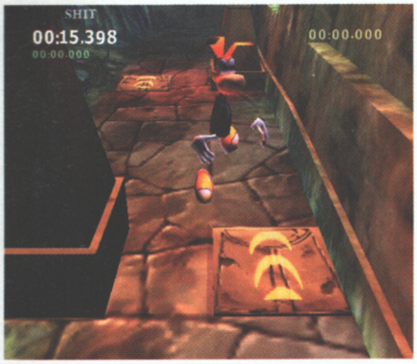


▲ Imagine *Driver 2* without the boring running around on foot bits, then inject a whole lot of fun and a little pop up – that's *WSPC* in a nutshell. Harsh but fair. Different missions include escorting, killing, chasing car-jackers, deathmatching and – of course – tank busting

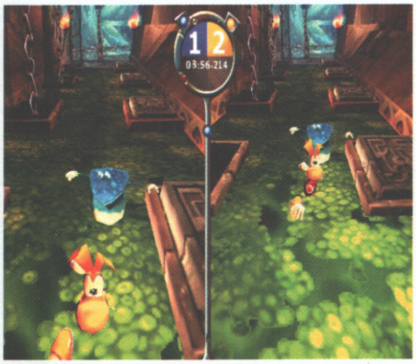
RAYMAN M

OUT **TBC** PLATFORM **PS2/XBOX/PC**

The physically challenged gaming hero is back, and if you're wondering, the M in the title stands for multiplayer. This time it's full-on multiplay, unlike *Rayman 2* on DC.



▲ You and your Rayman buddies have to run over various levels pulled from previous *Rayman* games. We didn't write that word in the top left hand corner

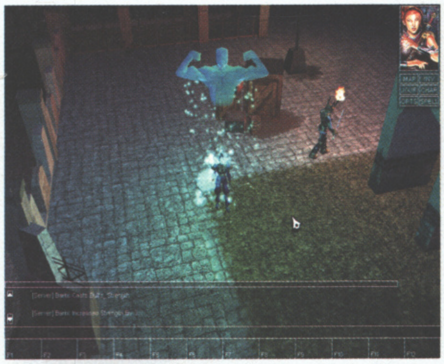


▲ The characters move at roughly the same speed, so the emphasis is on laying devious traps *Mario Kart*-style to get ahead of the chasing pack

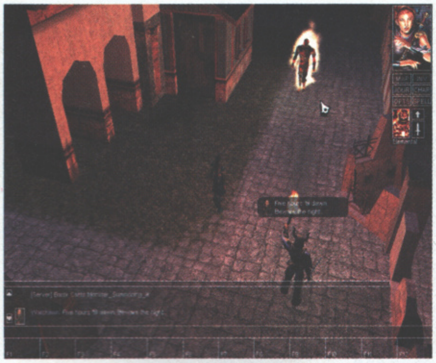
NEVERWINTER NIGHTS

OUT **TBC** PLATFORM **PC**

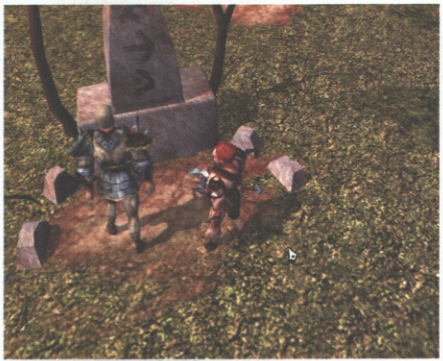
You can't keep a good role-playing game down and the first (and many would say best) of all Advanced Dungeons & Dragons is returning. The difference? This time it's in 3D.

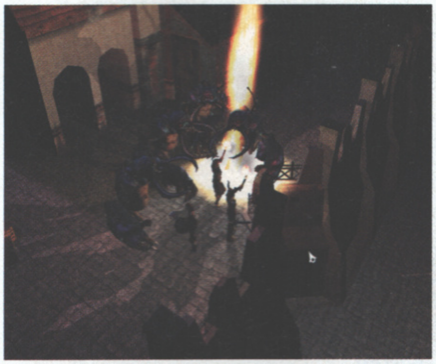


▲ Initially falling foul of criticism that it was just a *Phantasy Star* clone, the developers have promised to make the online multiplayer experience more absorbing than ever before. They are currently working on creating a massive world of 64-player dungeons which will be linked via portals. Co-op play will also include castle sieges and treasure races. Hack and slash will never have been so much fun.



▲ The incorporation of the 3rd Edition AD&D rules means you can have virtually any character combination your heart desires, choosing from seven races, twelve classes and nine alignments. We were gonna work out how many combos that was, before remembering we're rubbish at maths. So take the plunge and don't cop out with the old Fighter or Mage classic, you bunch of chainmail wearing wusses



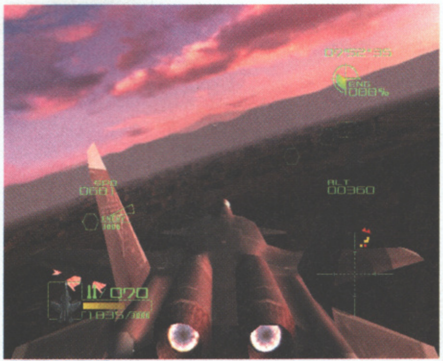


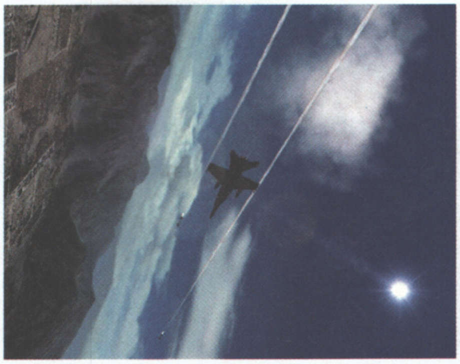
▲ As far as the 3D engine goes, you'll be in safe hands as Bioware are using a variant on the 'Omen' engine (originally developed for *MDK2*) to create the third-person, 3/4 down isometric viewpoint. Let's hope they pull it off because after the average *Summoner*, RPG fans are taking no prisoners

DELTA WING

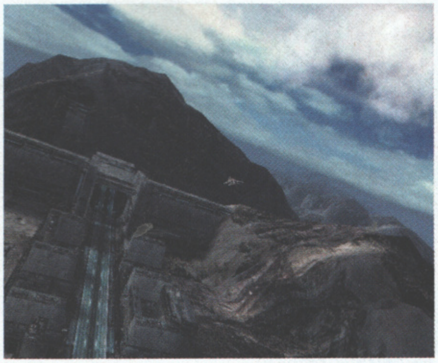
OUT **TBC** PLATFORM **PLAYSTATION 2**

Just when you thought flight games had pushed the envelope as far as it can go, along comes a new system to push it even further into the stratosphere.

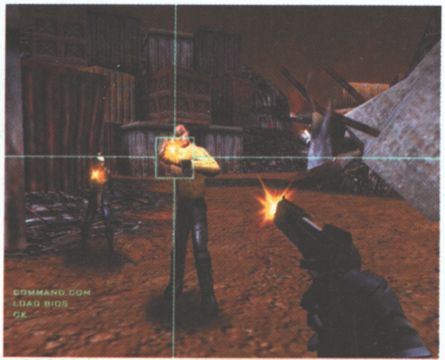


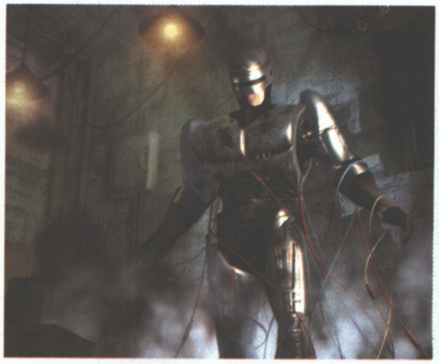


▲ Take to the skies in some of the most expensive collections of metal ever put together and do battle. Careful you don't crash into any Chinese fighters, mind. Use missiles to take 'em down from miles away or the guns if you prefer your combat up close and personal



▲ Travel the world, see wonderful scenery, meet wonderful people and drop bombs on the lot of it. If you're American, the chances of hitting the targets are slim unless they're on your side. But with an arsenal the size of London at your disposal, who's gonna argue with you about it?



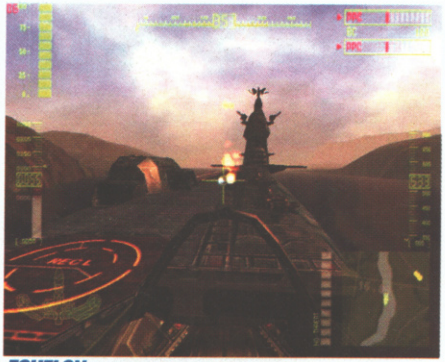


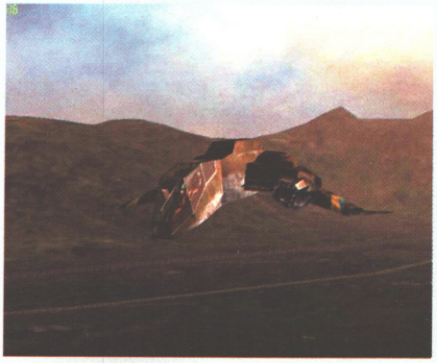
ROBOCOP

OUT **TBC** *PLATFORM* **PS2**

80's cult classic *Robocop* is heading to a PS2 near you, to no doubt serve the public trust, protect the innocent, and uphold the law in the shape of a cool, all-action FPS.

▲ *Robocop* will hopefully recreate all the futuristic, gun-slinging action of the blockbuster movie. If these initial screens are anything to go by, the game looks set to be filled with authentic action, and we can only hope that the mighty mechanical menace, ED-209, makes an appearance





ECHELON

OUT **AUGUST** *PLATFORM* **PC**

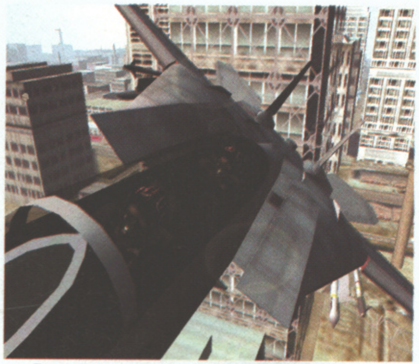
The PC market ain't exactly short on the odd flight-sim or two, but that hasn't stopped Akaei throwing in its two cents' worth, hoping to add a new twist to the genre in the shape of *Echelon.*

▲ Set above the surface of an alien planet, *Echelon* contains a vast playing environment that takes eight real-time hours to fly across. Offering a less complicated mix of simulation and action, it promises to deliver up to 48-player, simultaneous online play, and a wide range of unique craft

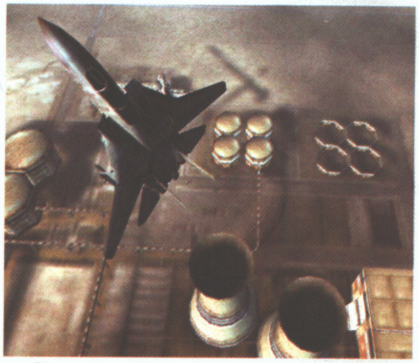
TOP GUN

OUT **LATE 2001** *PLATFORM* **PS2**

More PS2 retro movie action, straight from the decade of mullets. *Top Gun* gives you the chance to don Tom Cruise's somewhat diminutive trousers and take to the skies.

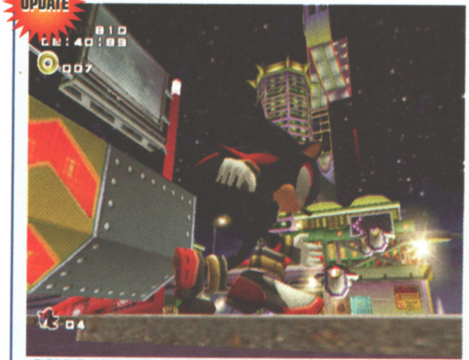


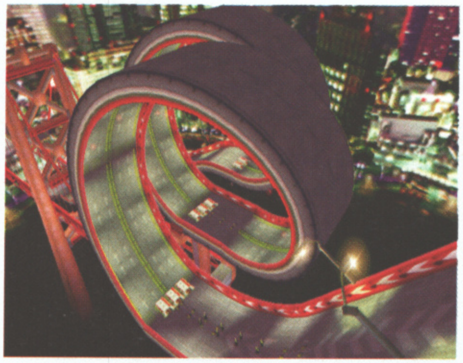
▲ From these screens you can see, unlike the film, the game lets you tear around cities as Maverick or Iceman. Expect some seriously fired-up dog-fights and missions

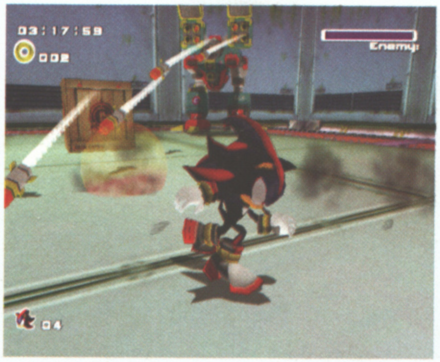


▲ Reports that Berlin will once again be called on to furnish *Top Gun* with a gushing, electro-pop ballad, sadly remain unconfirmed at the time of going to press

UPDATE







SONIC ADVENTURE 2

OUT **JUNE** *PLATFORM* **DC**

Sega has just released some brand new shots of the much-anticipated sequel to the awesome *Sonic Adventure.* With new gameplay details revealed, this looks set to be a classic.

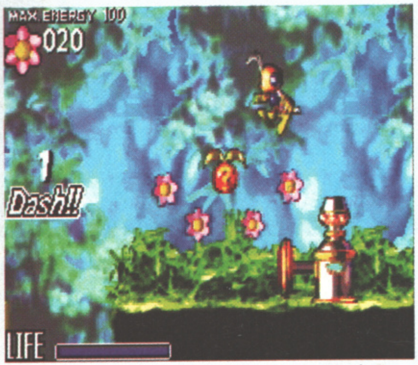
▲ Any remote fears that the ol' spiky fella was getting a bit too old for all that loop-the-loop malarkey will surely be dashed by this shot. Expect more eye-popping stunts than if Evel Knievel joined the Red Arrows. It's also shaping up to be one of the most beautiful Dreamcast titles yet seen. Yum

▲ Ladies and gents, we give you Shadow the Hedgehog, Sonic's mysterious, matt-black alter ego. Little is known about this shady character, other than he's playable and looks like the coolest thing since Bob the Builder. This'll definitely be one to leave a saucer of milk out for

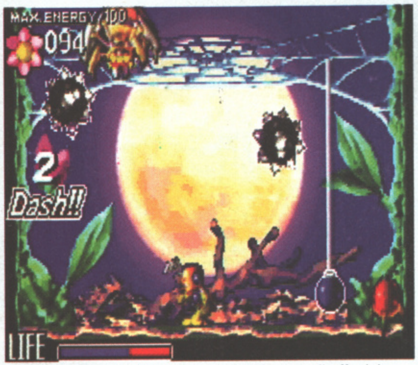
PINOBEE: WINGS OF ADVENTURE

OUT**TBC** PLATFORM**GBA**

It's a platform game. You control a bee whose head expands when he jumps. These three essential facts form the foundation for this colourful handheld platform romp.



▲ Like *Mario Advance*, *Pinobee* is at least a match, visually, for the very best SNES titles, and could well take things to the next level with its outlandish backdrops



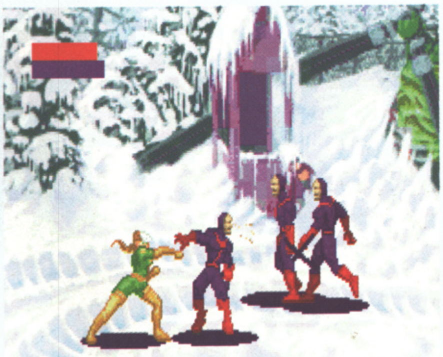
▲ The eponymous hero has the ability to pull-off triple-jumps in mid-air, his tiny head expanding to comically huge proportions on every third leap. Don't ask us why

LOTUS CHALLENGE

OUT **SUMMER** PLATFORM **PS2/PC/XBOX**

This summer, Virgin Interactive will be bringing PS2 owners the opportunity to drive some of the world's most desirable cars, in a racer also set to appear on the PC and Xbox by, er, 2002

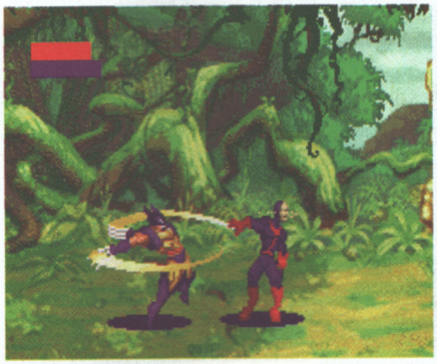
▲ As you can see, it's already looking pretty stunning, and the finished game will offer a range of game modes, including challenges, stunts, races and chases. Sounds cool, but let's hope it doesn't turn out like the catastrophic *007 Racing*



X-MEN: REIGN OF APOCALYPSE

OUT**TBC** PLATFORM**GBA**

The GBA is rapidly becoming a commune for ageing superheroes, but any fears about them being put out to pasture should be quashed by this energetic beat 'em up.



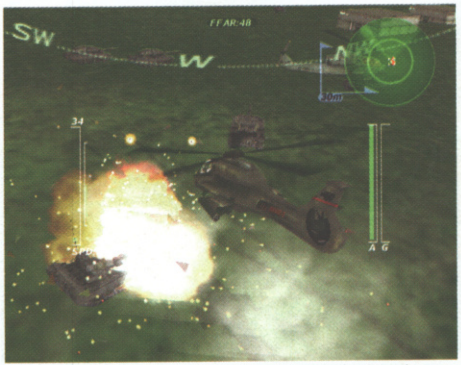
▲ It's all looking mighty tasty at present, and comic-reading geekoids will have plenty of thrills and spills to soil their anoraks with. With one to four-player action and a promising versus mode, *RoA* looks set to give you the perfect reason for growing a goatee and wearing a Roswell T-shirt

Target View

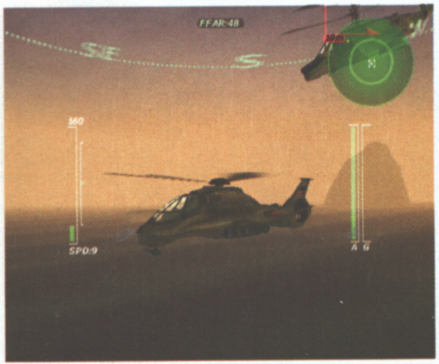
THUNDERHAWK: OPERATION PHOENIX

OUT**TBC** PLATFORM**PS2**

Before PS2 action junkies sigh with disdain at the prospect of a hardcore helicopter sim, fear not as Core is bringing you the latest version of the classic *Thunderhawk* series.



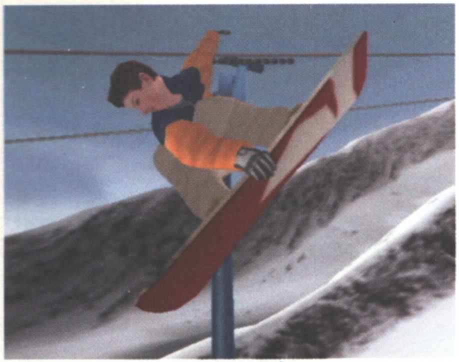
▲ The *Tomb Raider* developer promises a mission-based title, overloaded with chopper-cropping arcade action. Scheduled for inclusion are sniping elements, guided missiles and missions that take place at night, making use of funky night vision. Expect swathes of infantry to annihilate too



▲ To add depth to the blasting action, Core is including the ability to upgrade your chopper with some super-powerful weaponry. Previous *Thunderhawk* titles have been quite a laugh, so lets hope Core upholds this fine tradition with its next-generation update. Watch this space

ACCESS ALL GAMES

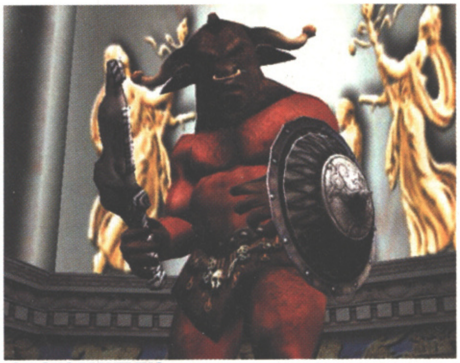
A WHOLE MONTH'S NEW GAMES IN ONE PLACE



SHAUN PALMER SNOWBOARDING

*OUT***TBC** *PLATFORM***PS2**

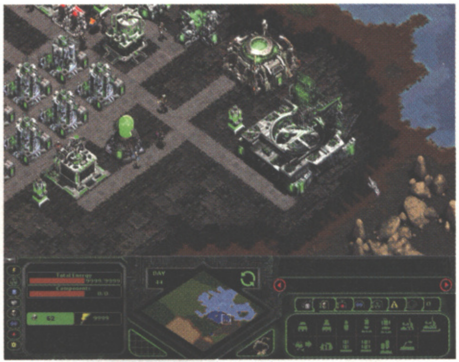
SSX was a pure racer, *ESPN* was just pure phat pony – Shaun Palmer sits in between – relying more on tricks than racing for its thrills. *Tony Hawk*'s without the wheels and on snow then? Yup, that works for us. It's from the team behind the *Cool Boarders* games, so they should know their snowy stuff by now



CIRCUS MAXIMUS

*OUT***TBC** *PLATFORM***XBOX**

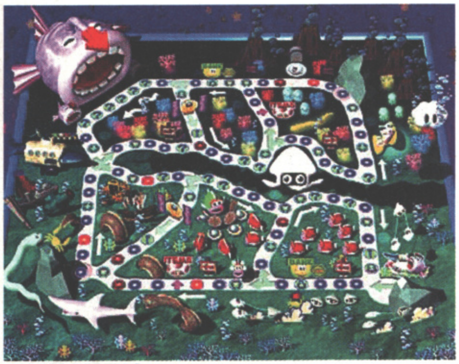
A kind of kart racer for grown-ups, *Circus* promises to give players the chance to ride their chariots around Ancient Rome, battling rival racers and generally acting out every Ben Hur fantasy they've had. Sounds cool, especially as each chariot can be totally customised. You can almost taste the dust and the tang of horse poo



STAR TREK BORG ASSIMILATION

*OUT***TBC** *PLATFORM***PC**

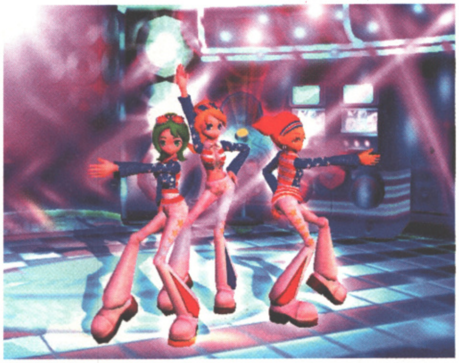
Sim City meets the Borg – or thereabouts. Thank God they're trying something different than the dozens of other Star Trek games that always seem to miss the mark somehow (*Elite Force* excepted of course). Strategy and resource management plus plenty of scary voices – Trekkies will love it



MARIO PARTY 3

*OUT***WINTER** *PLATFORM***N64**

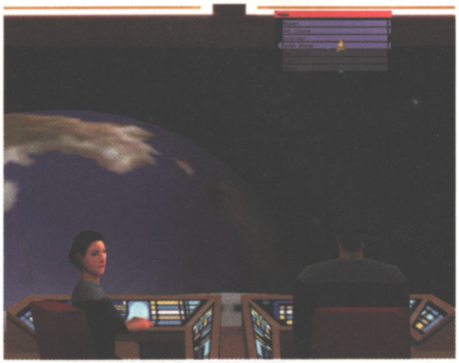
Why Nintendo didn't release a second *Super Mario* game on N64 is a mystery – especially when it's perfectly happy to rehash a limited concept like *Mario Party* time and again. *Party 3* is going to have to be pretty special to impress us in this third incarnation, that's for sure. We want 3D platforming, not board game boredom. Grr!



UNISON

*OUT***TBC** *PLATFORM***PS2**

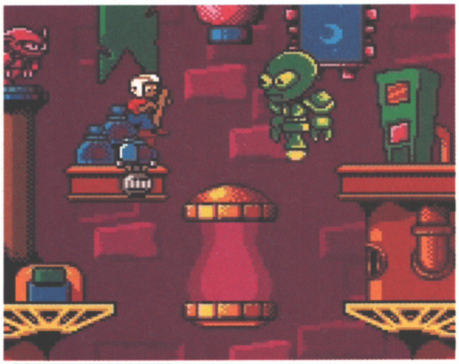
Oh sweet mother! Look at the lovely ladies, feel the disco fever spread, and look forward to what could be the finest rhythm-action game ever devised. Use the twin analogue sticks to groove away in time to the music, which includes The Village People's 'YMCA'. Dance game fanatic Lee has just read this and exploded



STAR TREK BRIDGE COMMANDER

*OUT***TBC** *PLATFORM***PC**

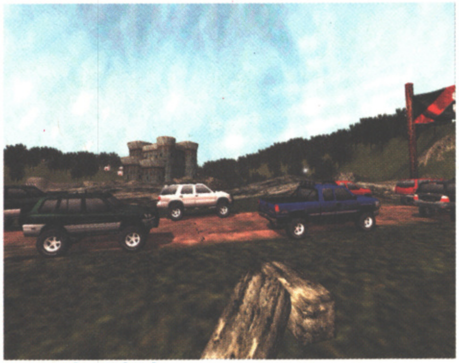
Now, if ever anything was a Trekkie's dream then surely this is it. Take command of the bridge of your very own Federation starship travelling thorough the galaxy blowing the crap out of anything that looks remotely unhuman-like. There's Klingons on the starboard bow – wipe them off. Ugh, gross



COMMANDER KEEN

*OUT***JUNE** *PLATFORM***GBC**

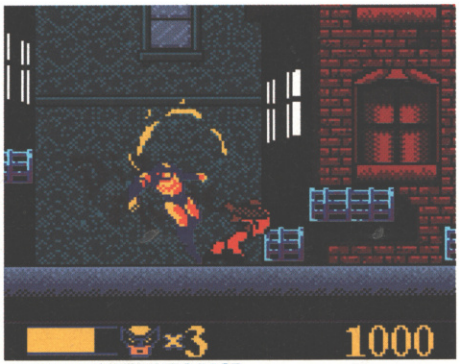
From the makers of the *Quake* series, *Commander Keen* on GBC is actually a new version of id's classic side-scrolling PC game series from the early Nineties. Play as Billy Blaze and his alter ego Commander Keen by slipping his brother's football helmet on. It looks a bit dated, but as long as it plays well, who gives a monkey's?



4X4 EVOLUTION 2

*OUT***TBC** *PLATFORM***XBOX**

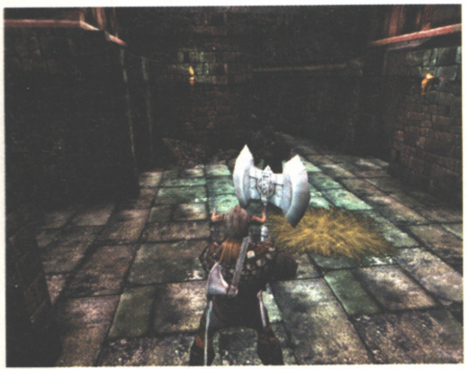
Considerably spruced and touched up sequel to the okay-ish original. It should really show off the power of Xbox too, with individual cars modelled out of a stupidly high number of polygons and (they tell us) stunning lighting and weather effects all over. If they make it play as good as they say it will look, all will be well for Microsoft



X-MEN: WOLVERINE'S RAGE

*OUT***JUNE** *PLATFORM***GBC**

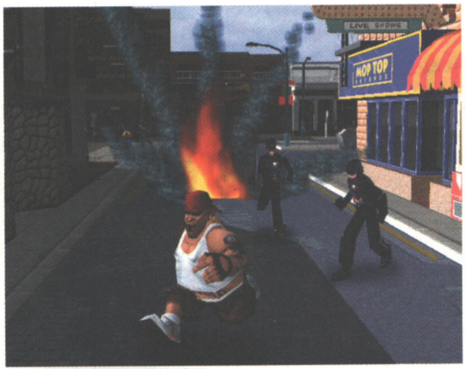
The old GBC isn't being forgotten despite the wave of GBA games coming out. *Wolverine's Rage* is a side-scrolling beat 'em up with the metal fingered mutant slicing and dicing thorugh waves of mutant-hating freaks. More comic book than movie – and all the better for it



RUNE: VIKING WARLORD

OUT ***AUTUMN*** *PLATFORM* ***PS2***

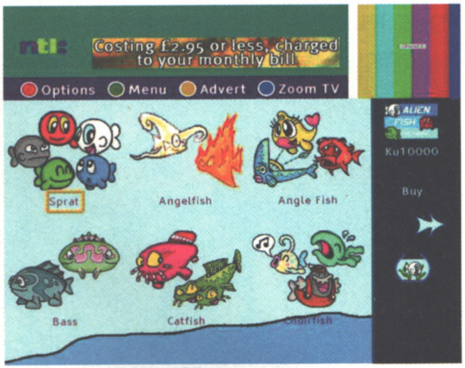
Vikings are cool. The end of the world is not. *Rune* on PS2 combines the two and should be a pretty tasty – if grisly – gaming treat. The game was good on PC and should work a bit better when played with a joypad on a console. You can even pick people's severed limbs off the floor and use them as weapons! Hurrah!



STATE OF EMERGENCY

OUT ***AUTUMN*** *PLATFORM* ***PS2***

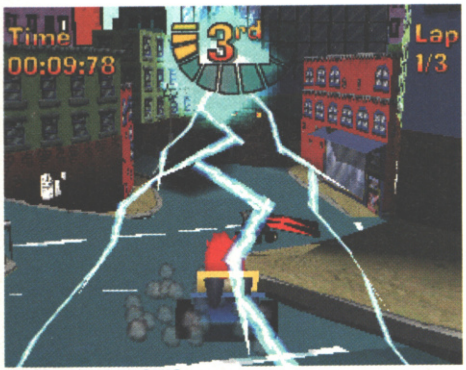
Billed as an 'Urban Riot Game', this cheeky violence 'em up lets players stage a revolt against the tyranny of the American Trade Organisation. Controversy ahoy! Loot buildings, bash coppers and trash everything in sight in your bid to bring down the ATO. Perfect fodder for quick hit action heads but will it have the required depth?



ALIEN FISH EXCHANGE

OUT ***NOW*** *PLATFORM* ***WAP/NTL DIGITAL TV***

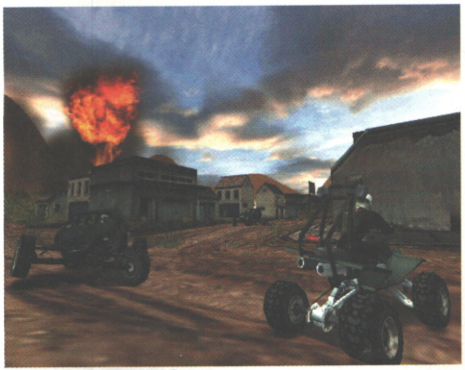
The WAP game is out now but the digital TV element isn't available until June. Swap and breed alien fish with buddies, *Pokémon*-style. It's mad but very good and you can even play with them on your digital TV set. Go to www.alienfishexchange.com for all your breeding needs and soon fishy frollics will be yours



NICKTOONS RACING

OUT ***SUMMER*** *PLATFORM* ***PSONE***

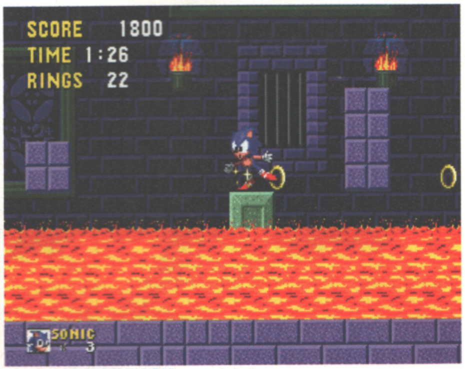
Nickelodeon cartoon stars driving around bright and breezy courses in a cutesie kart racer? That sounds like the most original concept ever. A videogame first and an unquestionable million-dollar idea. Sigh... We may be cynical, but with good reason - there are too many kart racers in the world. It might surprise us, but we doubt it



SMUGGLER'S RUN 2

OUT ***AUTUMN*** *PLATFORM* ***PS2***

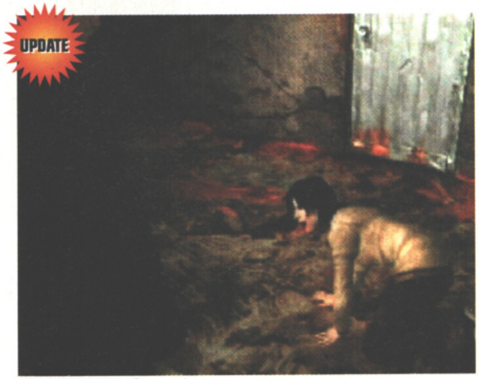
The first game sucked - but sold loads 'cos it was a launch game and there wasn't much else around at the time. Well, now it's back and looking better (phew!). The missions are more destructive and the racing more structured than before, with plenty of scope for nasty tactics if you're that way inclined (which we are)



SEGA SMASH PACK

OUT ***TBC*** *PLATFORM* ***DREAMCAST***

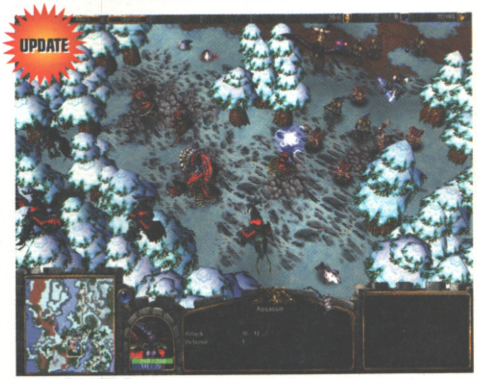
See, just when you thought the DC was dying a horrible gameless death, Sega get their arses back into gear. This is a compilation featuring some of the Mega Drive's finest moments, including the debut of the spiky blue icon featured in the picture above. A retro gamer's dream



SILENT HILL 2

OUT ***TBC*** *PLATFORM* ***PS2***

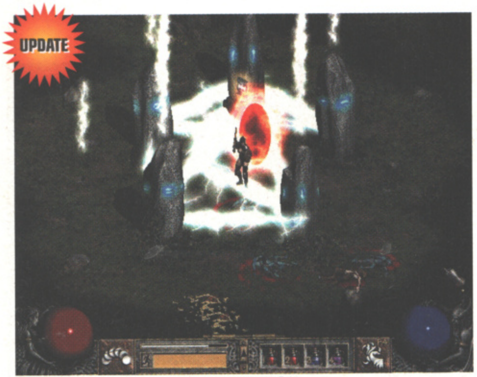
So what if it's a long way off and you've seen pics of it before. Konami keep drip-feeding us new pics that make our mouths water and bones shiver at the same time. If the first game grossed you out, this one will smash your sanity and scare the hell out of you - better start preparing now 'cos all hell will break loose - literally



WARCRAFT 3

OUT ***LATE 2001 TBC*** *PLATFORM* ***PC***

Blizzard may be on schedule for their *Diablo 2* add-on, but there's a good chance this could slip to next year. There's still plenty of work to be done on *W3*, but from the code we've seen it promises to meet Blizzard's usual high standards for simple but addictive gameplay. Different races have unique units, magic and heroes



DIABLO 2 LORD OF DESTRUCTION

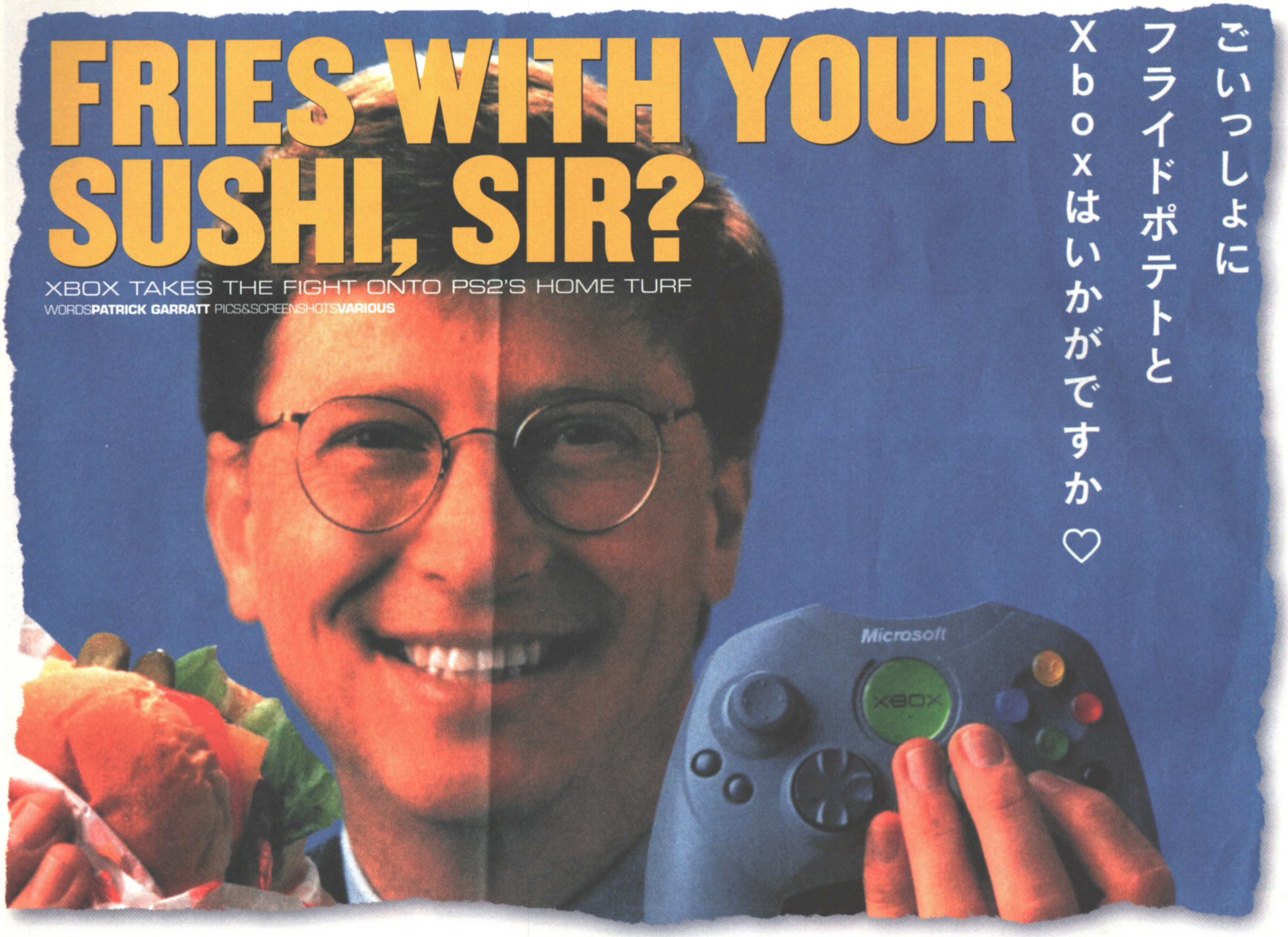
OUT ***JUNE*** *PLATFORM* ***PC***

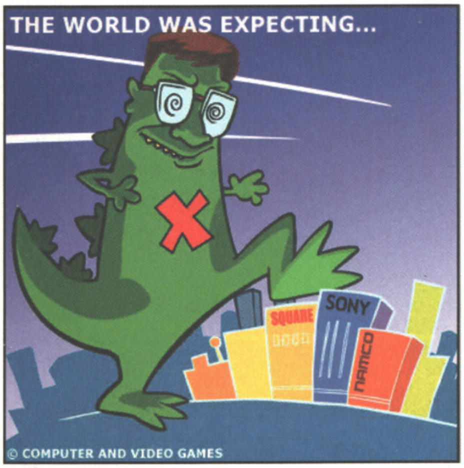
One of 2000's big PC RPGs gets an extra act, complete with two new character classes. We've seen it running and are particularly excited by the NPC 'live action' battles of the new act, which sees you destroying assault catapults. Hopefully Bnet will be hack free too. The add-on will also tweak some of the skills of existing classes

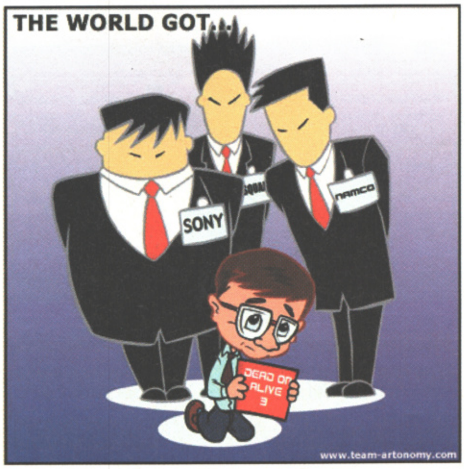
FRIES WITH YOUR SUSHI, SIR?

XBOX TAKES THE FIGHT ONTO PS2'S HOME TURF

WORDS**PATRICK GARRATT** PICS&SCREENSHOTS**VARIOUS**


ごいっしょに
フライドポテトと
Xboxはいかがですか♡
Microsoft
XBOX


THE WORLD WAS EXPECTING...
SQUARE
SONY
NAMCO
© COMPUTER AND VIDEO GAMES


THE WORLD GOT...
SONY
SQUARE
NAMCO
DEAD OR ALIVE 3
www.team-artonomy.com

In the eyes of many, Tokyo Game Show was the real testing ground for Xbox. Could Bill Gates, the most feared businessman in the world, go to the epicentre of console development and convince the Japanese to hand over those exclusive major games that any new console needs…?

In a word, no. Tokyo Game Show was more subdued than normal this year, which industry pundits are putting down to the changing face of the gaming world. But Bill Gates' keynote speech at the event did little to lift the mood.

With the next generation of PlayStation 2 titles – such as the incredible *Final Fantasy X* and Namco's *Ace Combat 4* – really starting to prove what the machine can do in Japan, Gates and Xbox were left standing on shaky ground in the fickle Nippon arena. Or so it seems at the moment.

X-CLUSIVES

Xbox's TGS brought a mass of new titles to the system, including 11 from Sega, but only one was confirmed as an Xbox exclusive. *Dead or Alive 3* from Tecmo will only be available on Xbox, for a limited time at least, and was shown in all its glory at the show.

The undeniable polygon-pushing power of the machine was seen in the rolling demo, with beautiful environments running off into the far distance and glistening ice caves reflecting super-detailed fighters in thousands of surfaces.

Sweet, but the instant reaction from the world's press was it simply wasn't enough to convince the Japanese gaming public. If Gates had taken to the stage and announced an exclusive *Final Fantasy* title, it'd have been a very different story.

FAST FORWARD ONLINE

On a more positive note, Microsoft confirmed a partnership with Japanese telecom giant NTT, stressing its commitment to bring broadband gaming to Japan next year. Sega's commitment to Xbox was a raft of exciting projects, although all will be available on PlayStation 2 eventually. While 11 Xbox games are currently in the works from Sega, only four were actually confirmed at the show.

In-line skater *Jet Set Radio: Future*, Saturn classic *Panzer Dragoon*, *Sega GT 2* and *Gun Valkyrie* will all grace Microsoft's machine. *Gun Valkyrie* had been in development for Dreamcast for some time, and was seen sporting massive guns and hot action.

JET SET, GO

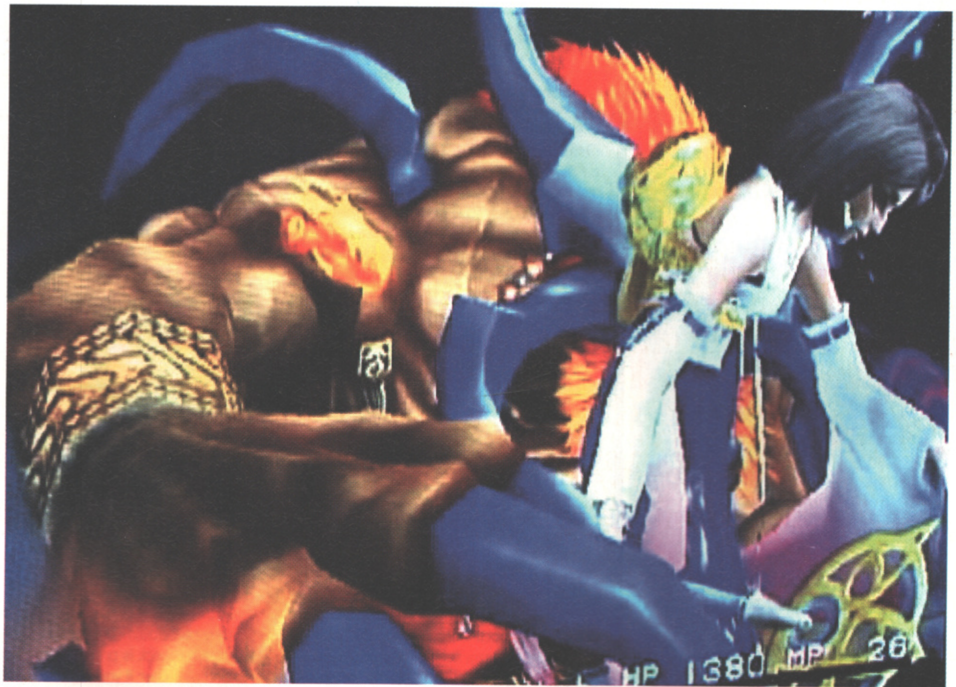
Microsoft has confirmed to CVG that the other three titles will be full sequels to the original games. Nothing was shown of the latest version of *Panzer Dragoon* – the franchise that practically held Saturn up on its own – but a very brief glimpse of *Jet Set Radio: Future* was seen, comprising a dancing dog on skates and all the super-cool styling you've come to expect from Sega.

Other games running on the machine included an Xbox version of classic footballer *ISS* (albeit only an FMV demo) and shock-horror in the form of *Silent Hill 2* from Konami.

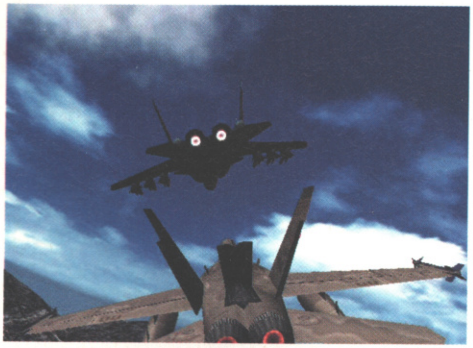
X-GEN POWER

While Xbox stole the majority of the new coverage from the show, the second wave of PlayStation 2 titles started to show the real power of the Sony machine. *Final Fantasy X* was looking very, *very* special indeed. Even if you're not a fan of the series, there's no denying that graphically this is a step beyond: waterfalls that look like waterfalls, blades of grass waving separately in the wind in real-time and some incredible monsters were all available in playable form.

The combat system is essentially much the same as before, with turn-based whacking brightened up by awe-inspiring special effects. But there can be no doubt that *Final Fantasy X* is a glimpse of the future of PlayStation 2. All good.



***Final Fantasy X* was game of the show by a mile, finally showing what PlayStation 2 is really made of. You'll see it in Europe within a year**



***Air Force Delta 3* on Xbox is looking far too sweet. More from E3**

***Silent Hill 2*: feel the fear**

***SH2*: no happy bunnies here**

PREGNANT PAUSE

That aside, there was little else to get excited about this time from Tokyo, with all the major hitters playing the 'wait for E3' line. Interestingly, this is where Microsoft really does have a chance to turn round the perception of Xbox in Japan. According to Japanese sources, many of the major developers in the country – Namco, Square, Capcom and the like – couldn't announce their Xbox projects in Tokyo because of the timing of the event. Could the Californian expo in May see a *Tekken* game announced for the Microsoft machine? A *Final Fantasy* title?

Rest assured, we'll bring you a full report from E3 in May.

CVG RECKONS

Xbox has yet to show its killer app and the big hitters are still on PS2. But watch E3 like a hawk...

TOKYO GAME SHOW: WHAT WAS ON OFFER
***Final Fantasy X* on PS2 stole the show in Tokyo, with *Ace Combat 4* from Namco wowing the crowd with some stunning visuals.**

Game Boy Advance showed the first play of *Street Fighter* and proved more than a little popular with local hacks. First Xbox movies of *Dead or Alive 3*, *Jet Set Radio: Future* and *Gun Valkyrie* all proved the power of the machine, with some spectacular looking action.

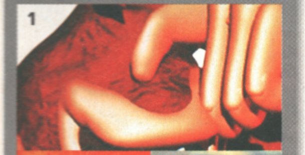
But while TGS was quieter than usual this year, there's still plenty to look forward to from Japan by Xmas. Check our movie of *FFX* being played on *www.computerandvideogames.com.*

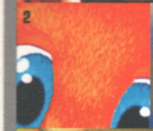
As ever, though, the local colour pervaded the event: dressing up like completely obscure game characters is the norm for TGS. Who's the guy in our picture supposed to be? We have no idea, but it's cool in a way only Japan can be. Roll on 2002...

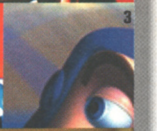
CLASH OF THE TOKYO TITANS
Bill Gates, chief software architect, Microsoft Corp: "People didn't know how committed we were for the Japanese market. We've got the Japanese market full speed ahead on the Xbox. There's no way to get in small."
Ken Kutaragi, President, SCEI: "I'm not worried. Good luck."

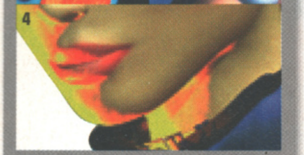
GUESS WHO I AM

Do you know who these game stars are?









GIVE US A CLUE!

1 What a top banana
2 Baked in vinegar and battered about the head
3 Big at the flicks too
4 Likes hanging out with Elvis

ANSWERS

1 Donkey Kong **2** Conker **3** Buzz Lightyear **4** Joanna Dark

LEE'S LAB TESTS

GAMING ADD-ONS UNDER THE MICROSCOPE

In spite of all the glorious Spring sunshine, our Prof has holed himself up in his fusty, dusty lab to bring you the definitive guide to the month's tastiest peripherals. He's pasty-faced and looks a fool with that CD on his forehead, but he sure knows his stuff.

RUMBLE FX HEADPHONES

PC/CONSOLE/STEREO **£49.99**

A rumble pak for your head! Well, not quite, as the vibrations only come from the bass noises of the game's sound effects. Good sound quality but useless rumble feature, plus they can slide off your head far too easily. ★★

POKEMON CARRY CASES

GBC **£4.99**

A selection of funky carry-cases for your GBC and *Pokémon* gear. They're sturdy enough to protect your console and carts from the rigours of travel, and nicely made too. We especially like the gold spangly one. ★★★★

UTILITY PACK

GBC **£14.99**

Yet more Game Boy goodness this month, and this pack has got stereo headphones as an added bonus. The rechargeable battery unit has lovely grips on it and the light unit works pretty well too. A good value package. ★★★★

LIGHT AND CABLE VALUE PACK

GBC **£9.99**

Gold and *Silver* GBC goodies to go with your shiny new *Pokémon* adventures. This light and link cable duo pack is pretty good value, but you won't need to bother if you've already got either item. Ask yourself: "Do I really need this?" ★★★

GTO WHEEL

PC **£19.99**

This diddy PC wheel won't please size-freaks, but the compact structure hides a sturdy, responsive beast beneath. The analogue accelerate and brake buttons on the wheel are a work of near genius. We like. ★★★★

WIN £100

TO SPEND ON WHATEVER YOU WANT

1 In *Red Faction* you can blast though big old walls. What is this system called?
A Geo Rock
B Geo Mod
C Geo Neo

2 How many stars did CVG give samurai horror adventure, *Onimusha*?
A 3
B 4
C 5

3 Which war is taking place in *Commandos 2*?
A World War I
B World War II
C Vietnam War

4 The man behind *Extermination* was also behind which of the following games?
A Castlevania
B Shadowman
C Ghouls 'n' Ghosts

5 Which US businessman brought hamburgers to the Tokyo Games Show earlier this month?
A Bill Bunter
B Bill Clinton
C Bill Gates

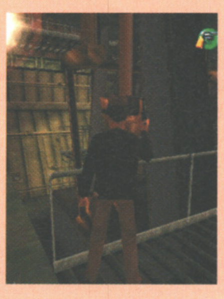
6 What is the name of the hero in the upcoming PS2 adventure *Devil May Cry*?
A Dante
B Darwin
C Diomedes

7 In what year is *Fallout Tactics* set?
A 2097 AD
B 1997 AD
C 997 AD

8 Complete the title: *Dragon Riders Chronicles of...?*
A Perm
B Worm
C Pern

9 How many wheels does the DC's new haulage driving game have?
A 12
B 18
C 24

10 This screenshot sees everyone's fave hero, Indiana Jones, seeking...
A The Holy Grail
B The Infernal Machine
C The Lost Ark



LAST MONTH'S ANSWERS

1/ Nym
2/ Bog Rolls
3/ New York
4/ Super Mario 2
5/ Spring 2002
6/ Final Fantasy 9
7/ All Terrain Scout Transport
8/ 6
9/ Edward Carnby
10/ 4

The lucky winner of issue 233's compo and one hundred squid is...
Mat Thomas, Newcastle

IT'S EASY TO ENTER

Post to us at: Win Some Money 235, Computer and Video Games, 30 Cleveland Street, London, W1P 5FF. The first correct entry out of the hat wins. Entries must be in by: June 14th, 2001. So hurry up.

1 . . . .
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THAT'S ENTERTAINMENT!

WHAT YOU'VE GOT TO LOOK FORWARD TO ON DVD THIS MONTH

BUFFY THE VAMPIRE SLAYER SEASON 2 BOX SET

COST : £79.99
CERT: 15

THE EPISODES:
16 and a half hours of pure vampire arse-kicking mayhem. So many classic episodes, including Buffy's entire love/hate relationship with Angel before he got his own series. It's expensive, but for 16-and-a-half-hours, what do you expect? No Buffy fan's collection is complete without this – and it's the perfect way to warm up for the forthcoming Buffy game.

THE EXTRAS:
Three features, commentaries, TV trailers, set designs, photo galleries, profiles, sketches and biographies – now that's how to do extras on a TV series-related DVD. Everything a fan could possibly want to see.

★★★★

CHARLIE'S ANGELS

COST : £19.99
CERT: 15

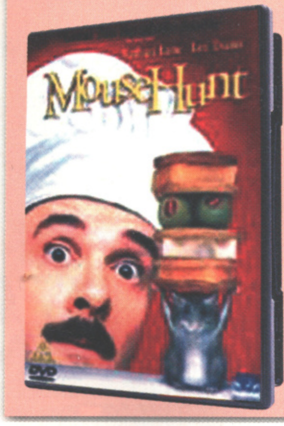
THE MOVIE:
The constant close-ups of jiggling parts of the Angels' anatomies will certainly appeal to the lads. As should the comically slowed-down fight scenes and action sequences – at least we hope they were meant to be funny. The fast-paced action and 'Can you see it coming?' plot twist are more than enough to keep your eyes pinned firmly on the girls for the whole movie.

THE EXTRAS:
Trailers, filmographies and a bloopers reel join a short featurette on the making of the movie. If you can stomach it, there's also a commentary soundtrack. Hmm.

★★★

MOUSEHUNT

COST : £17.99
CERT: PG



THE MOVIE:
People falling through floors and getting hit on the head with a ladder – now *that's* comedy. Or it is if this latest effort starring Lee Evans is anything to go by. It looks like it was painful to make and it's definitely painful to watch. Even a five year-old would get tired of blokes falling over and getting hit in a crumbling old house – and all the name of catching one mouse. Laurel and Hardy did it first and better.

THE EXTRAS:
Two trailers for a film you're watching seems a bit pointless and a four-page booklet with a few notes isn't going to keep you hooked for long.

★

THE NEW STATESMAN COMPLETE SERIES 1

COST : £14.99
CERT: 15

THE EPISODES:
When it was first shown, this political satire was thought of as outrageous and way over the top. But after years of real-life political scandals, some of the goings on in here seem positively tame. It's still the funniest political series we've ever seen (not that there's much competition), with Alan B'Stard showing up politicians as we should see them – a running joke. He's devious, cunning, outrageous and rude, but we love him for it.

THE EXTRAS:
Nothing – shame on them. Would it have been *that* hard to put some scripts on here or drag up some bloopers?

★★★★

PLANET CVG

■ GAMECUBE
Sony stalwarts *Spyro the Dragon* and *Crash Bandicoot* have left the land of Sony Exclusive to come to Nintendo's new machine. There will also be Xbox and GBA versions of the classic 3D platformers.Crash's new game will see a whole host of new attacks added to the little fella's repetoire.

■ PLAYSTATION 2
Silent Scope 2 is topping the next batch of Konami releases for PS2, and this time it's going to be graphically enhanced from the arcade game. Other titles from Konami include *Silent Hill 3*, *Ephemeral Fantasia*, *Dance Dance Disney*, *Dance Dance Revolution* and *Winter X Games Snowboarding 2*.

■ GAMECUBE
Although Acclaim denies all knowledge, the clever money right now is pointing to it releasing some of its franchise titles on the GameCube. *Dave Mirra Freestyle BMX*, *Extreme-G3*, *NFL Quarterback Club 2002* and *Allstar Baseball* join *Crazy Taxi* as potential big hitters.

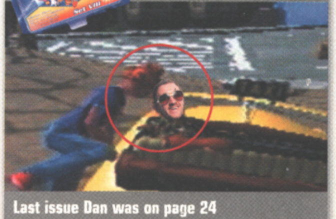
■ PLAYSTATION 2
Three of the biggest Japanese developers have joined forces to share costs and technologies related to development for the PS2. Namco, Square and Enix have teamed up to bring out bigger and better PS2 games and help push the Xbox down in the dumps in Japan. They want PS2 to win out over XBox.

■ GAMECUBE
Sega has confirmed that Sonic Team and Amusement Vision are both working on titles to appear on the GameCube. Sonic Team's credits include *Sonic* and *Phantasy Star* among others, while Amusement Vision were the brains behind *Daytona* and *Planet Harriers*.

■ PLAYSTATION 2
Dead or Alive, you're coming with me. Robocop, top Paul Voehoven Eighties flick is on its way to PS2. Gun down punks, take down the OCP and generally have a really good day as Alex Murphy. Can't wait.

SPOT THE DAN

Spot where we've hidden Dan's mug and you could win these *Digimon* figurines. The first to send the correct page number on a postcard to our usual address marked Spot The Dan wins.



Last issue Dan was on page 24

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cards to rock *Dune*'s world

Dennis PPA

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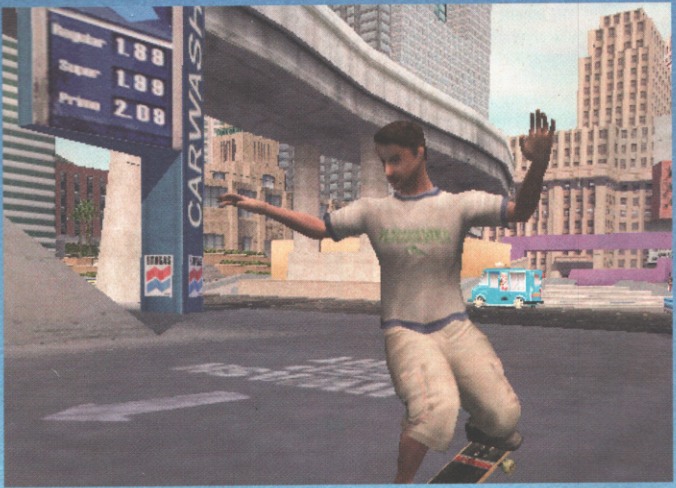
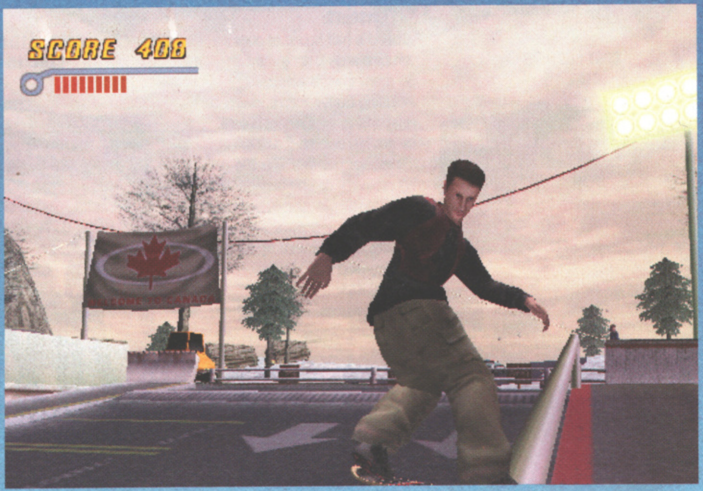

Regular 1.88
Super 1.88
Prime 2.08
CARWASH



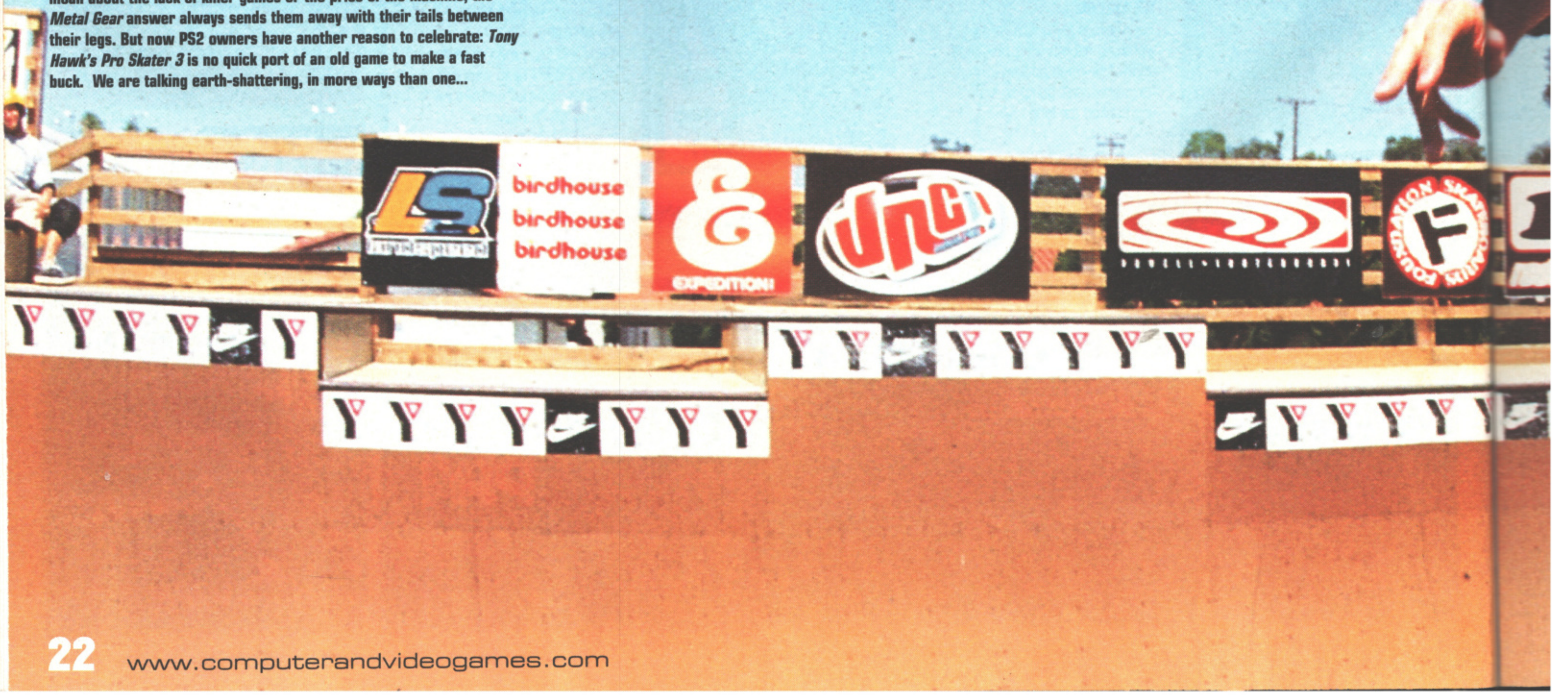
CHECK HIM OUT NOW!

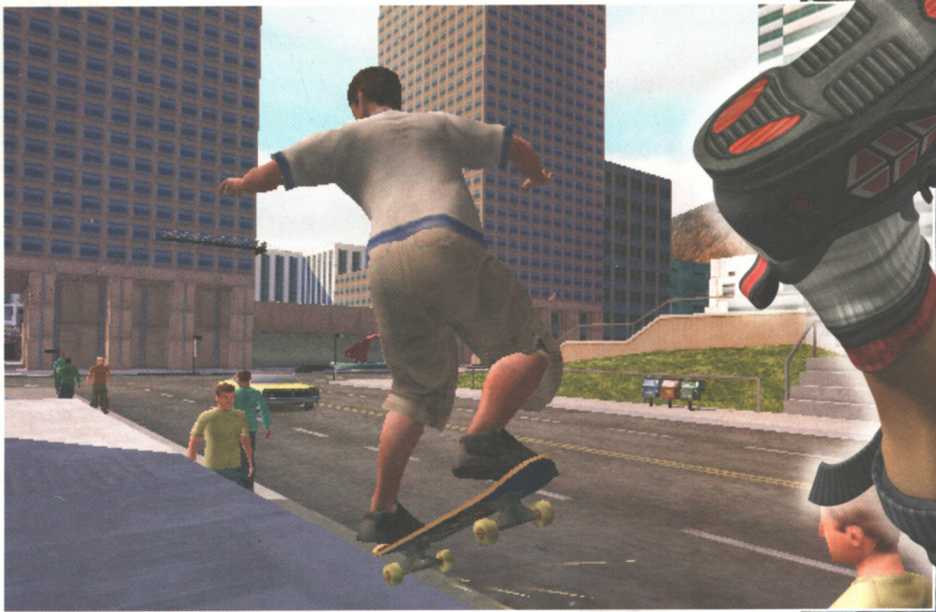
THE PHAT BOY'S IN THE HOUSE WITH FOUR NEW VERSIONS OF *PRO SKATER*

TONY HAWK'S PRO SKATER 3

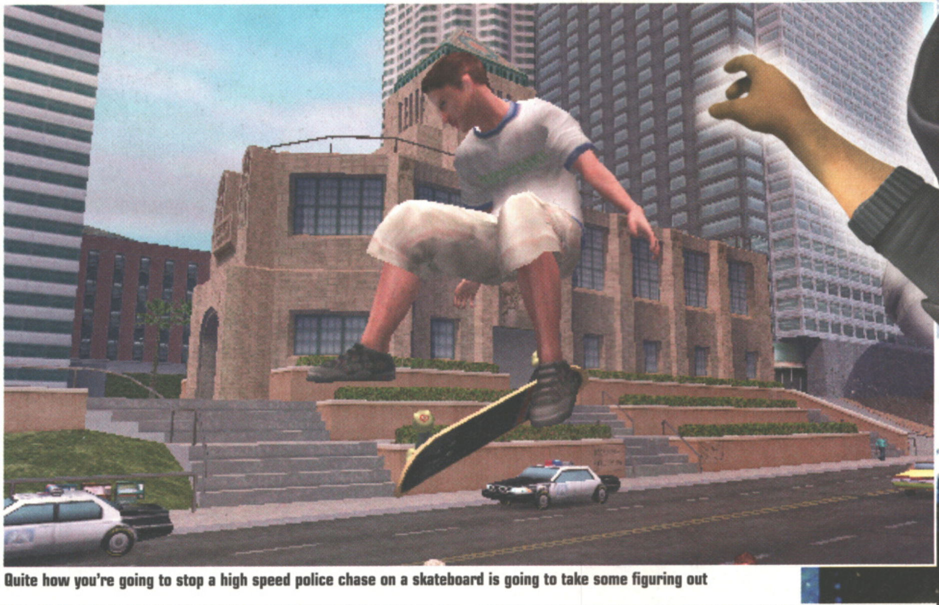
OUT ***TBC*** *FORMAT* ***PS2***

Up until now the PS2 has been a one-game machine, and that game isn't out for ages yet – *Metal Gear Solid 2*. No matter how many people moan about the lack of killer games or the price of the machine, the *Metal Gear* answer always sends them away with their tails between their legs. But now PS2 owners have another reason to celebrate: *Tony Hawk's Pro Skater 3* is no quick port of an old game to make a fast buck. We are talking earth-shattering, in more ways than one...

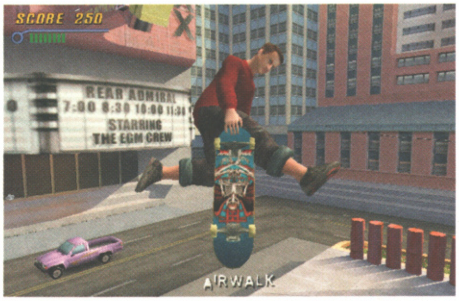

birdhouse
birdhouse
birdhouse
EXPEDITION
FOUNDATION SKATEBOARDS



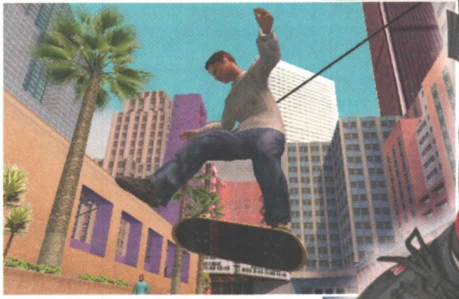
This guy earned a million smackers for riding a skateboard last year. Who said he should get a proper job?



Quite how you're going to stop a high speed police chase on a skateboard is going to take some figuring out

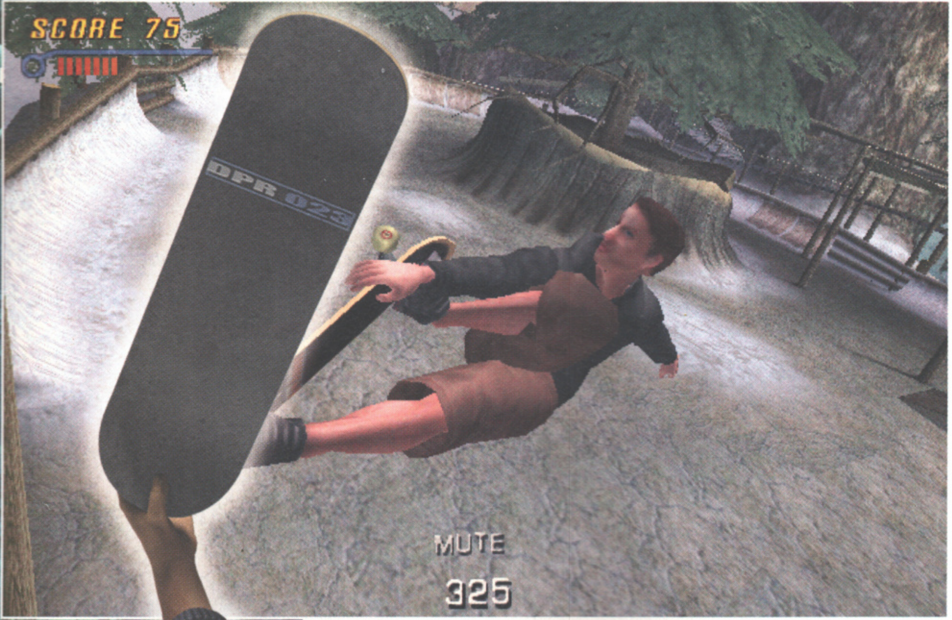

SCORE 250
REAR ADMIRAL
7:00 8:30 10:00 11:30
STARRING
THE EGM CREW
AIRWALK

Catching serious air is the way to open up a world of tricks



High wires lead to bonus places to skate

180 TAILGRAB
240 X1.5
2-42



You get extra bonuses here for working out how to cover a man with snow

THE EARTH MOVED FOR ME, BABY

For some reason boarders get yelled at for grinding down handrails and running over people's fingers; weaving in and out of traffic is frowned upon and jumping off buildings really gets people upset.

But just imagine what they would do if you just happened to cause an earthquake in Los Angeles or pushed a car over the edge of a freeway. Skateboarding has always been an extreme sport – now the *Tony Hawk's* series is pushing the extreme to the absolute extreme with *THPS3* on PS2.

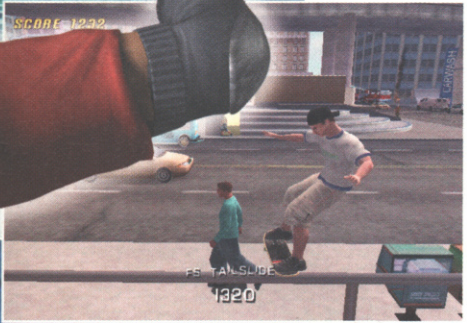
IF LOOKS COULD KILL

Just take a look at these screenshots. Awesome, huh? Well how about if we tell you they do no justice to the game when it's actually moving. No bulls**t. We could throw stats at you like the characters being made out of 3,000 polygons (ten times more than in previous *Hawk* games) and that each character now has height and weight differences which affect things in-game.

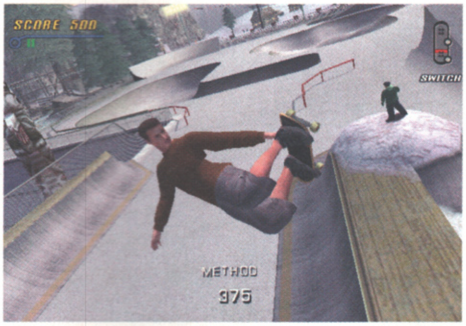
But the detail on the characters and the incredible animation could almost be overlooked when you clap your eyes on the levels you're skating around. The last time LA looked this good it was getting nuked in *Terminator 2*. The cities are arenas and so detailed that you find yourself wondering if you really could pull off a trick on something – and it will probably let you.

QUAKING IT

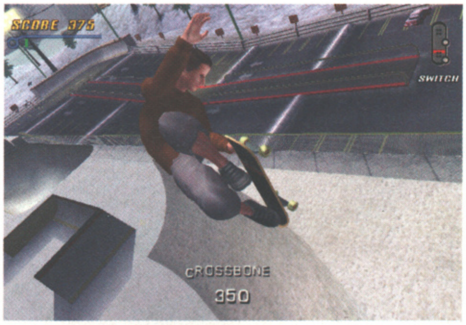
The developer has moved away from the money-based objectives of the last game, going back to the tapes and goals system of the first, but expanding on it massively. The goals depend heavily on your location and are all interactive in some way. There may be a person you have to impress with your tricks, or maybe someone standing under a tree that you have to dump snow on. But it gets much more dramatic than that. While boarding through Los Angeles – which as you'd expect is a pretty huge level – you can grind rails to cause earthquakes all over the place, rearranging certain parts of the city and allowing you access to new bits.



Grinding on rails in downtown LA

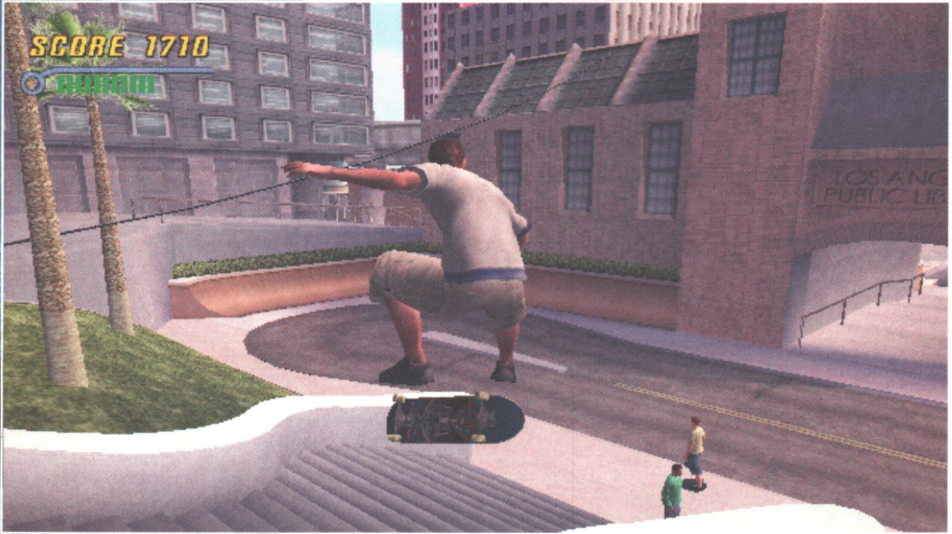


Using Reverts and Manuals to link trick combos can lead to some truly blinding scores – if you can keep it going



Car-parks make for excellent multiplayer levels; as they're enclosed spaces, you don't have to waste time looking for people

We managed a jump via several buildings and a wire to get to a broken highway and push a screaming guy in a car to the ground below. And if all that board-related carnage wasn't enough, you even get to break up a high speed police chase. Let's see you try that in real life.



Certain rails trigger earthquakes: use that high wire to reach the freeway

TRICKY BUGGER

But all the racing and city trashing in the world would mean nothing if it wasn't for one extra element – those bone-breaking, life-threatening stunts that the Hawkster is famous for (though he's only ever broken a couple of bones himself). The last game introduced Manuals that let you link certain tricks together to rack up huge point totals and unlock secrets in the game.

Now the Revert's been added to give those players who actually mastered the skills to rack up half-million point bonuses something new to learn. You can use this to link combos and Manuals to keep the combo 'live'. So far, in-development scores of up to five million have been knocked up for one sequence of tricks – and we all know that'll seem like child's play when you hardcore gamers out there get your hands on it. And, of course, the number of tricks and stunts you can do is in the hundreds, depending on where you are.

BOARDING THE WEB

But by far the most breath-taking aspect of *Tony Hawk's 3* is the minor matter of Net gaming. Yeah, you read it right: the Internet is no longer just a place to find dodgy MP3 files. Someone's found a constructive use for it at last – playing your mates at *TH3*.

Picture the scene: you're happily pulling off stunts in an arena when the words 'Face Breaker Has Joined Your Game' appear on screen and you're going head-to-head with your mate in another town, pulling stunts, knocking each other off your boards and making obnoxious gestures to each other. Like that idea? Well, how about if two more joined in as well, so up to four of you could compete over the areas. Chaos, carnage and laughs guaranteed.

The different types of online game have yet to be finalised, but playing against your mates full screen takes the Hawk's franchise into a whole new dimension, one that will make everyone sit up and take notice whether they're a boarding fan or not.

MULTIPLAYER MAYHEM

With bodies flying everywhere and jaw-dropping stunts, you could be forgiven for thinking that multiplayer will be a bit of a free-for-all. Two of the games that have been confirmed are a Graffiti Mode and a Trick Attack, where you get to compete to see who can pull off the most impressive trick in a set time. Both will be familiar to anyone who has played the previous games and both will be as easy to get into as the rest of the game. Regardless of whether you have boarded for real or played a *Hawk's* game before, you'll be into this in seconds, and taunting real-life opponents won't fail to make you giggle like an imbecile.

BALANCED DIET

With all these new animations and detailed characters racing around, you'll notice that when you do tricks or jumps your boarder will have to maintain his or her balance. There's a gauge to show you how they're balanced and you'll need to take this into account when trickstyling.

After all, trying to jump when your guy is about to fall off is one sure way to witness one of the many bailing animations. We challenge you to watch a guy crotch himself on a rail and not wince. Create-a-character is back too, obviously with more detail, boards and outfits, plus in a Frankenstein feat of creativity, you can now make a woman skater as well.

SKATE OR DIE

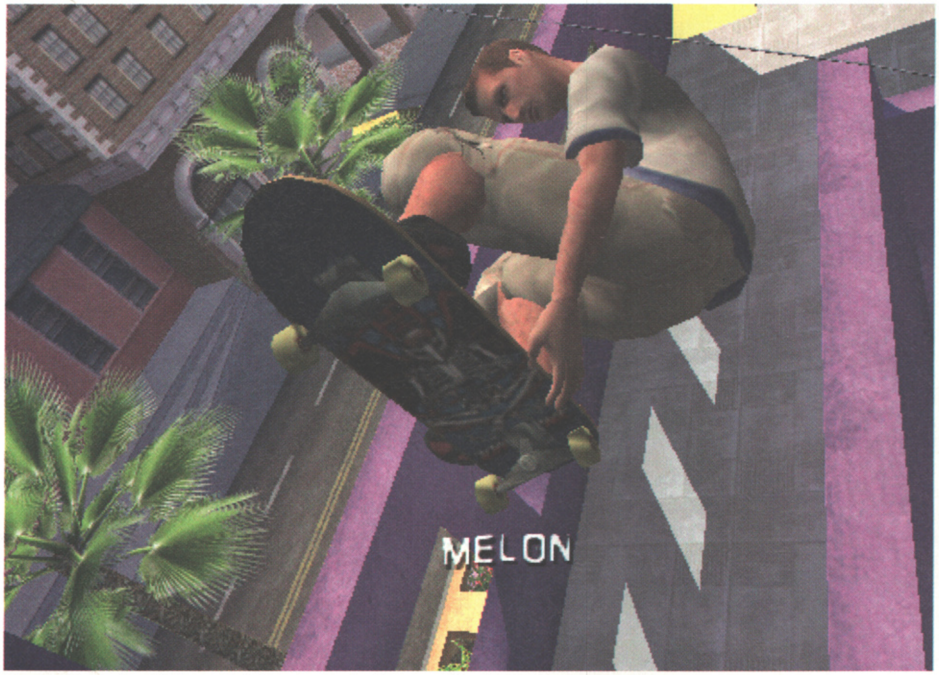
Tony Hawk's 3 isn't one of those games that's just an annual port or upgrade from some older version. Activision has claimed that it won't be taking the EA route of releasing one a year, only when there's worthwhile additions to be made to the series – in this case vastly improved graphics, huge cities and Internet play.

It's still some way off, but what's already done is very solid and plays really well. The developer could almost release what's there right now and people would be happy – the fact that more is being added and polished means the end game should be so far ahead of the pack that they won't even see its dust.

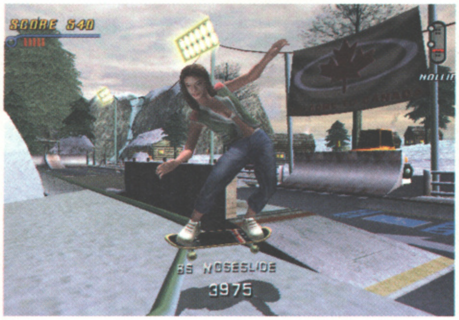
CVG RECKONS

The mould hasn't just been broken with THPS3, *it's been decimated. One of the most impressive things we've seen in development on PS2.*

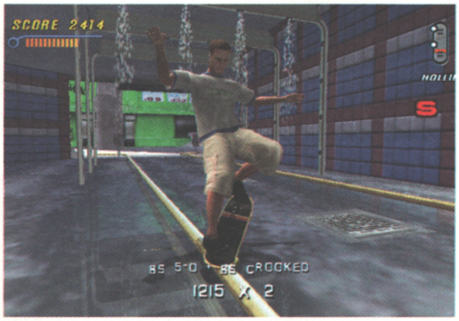
END



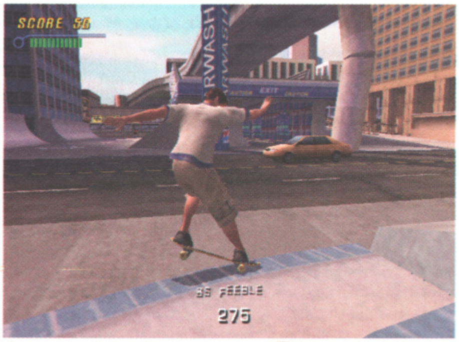
Tony Hawk's signature 900° move is in here, as are signature moves for all the skaters you can choose



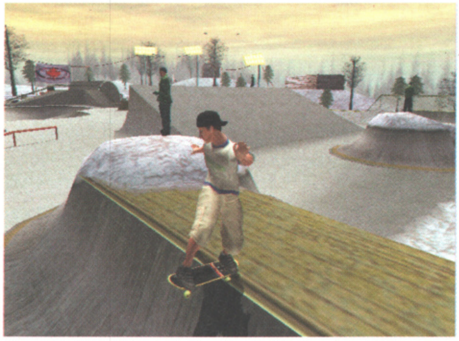
Yup, they've got girlie skaters too. How very egalitarian of them



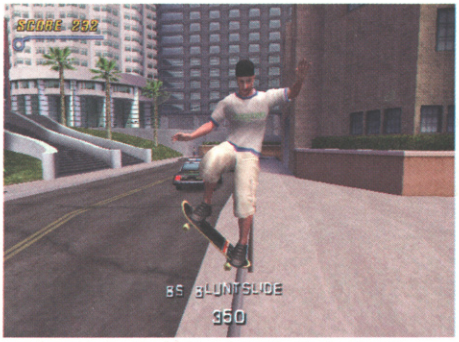
Crooked? You will be if you fall off on this rail



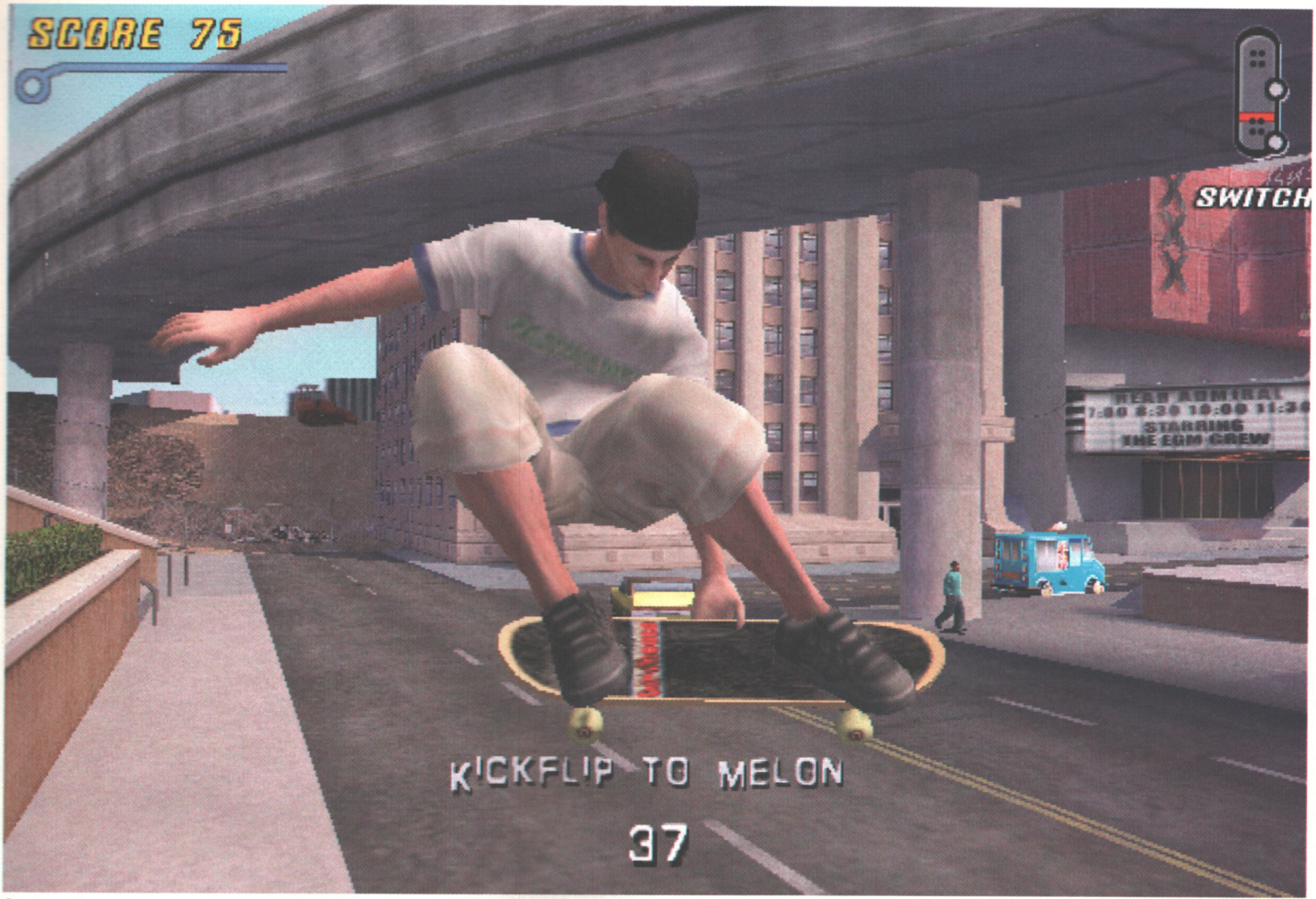
You can interact with just about everything in the game. We like



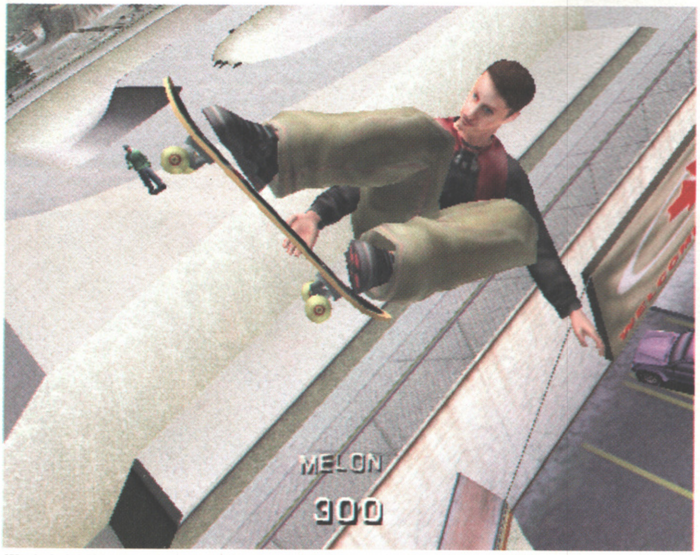
Er, gnarly, dude. What next, *Tony Hawk's Pro Snowboarder*?



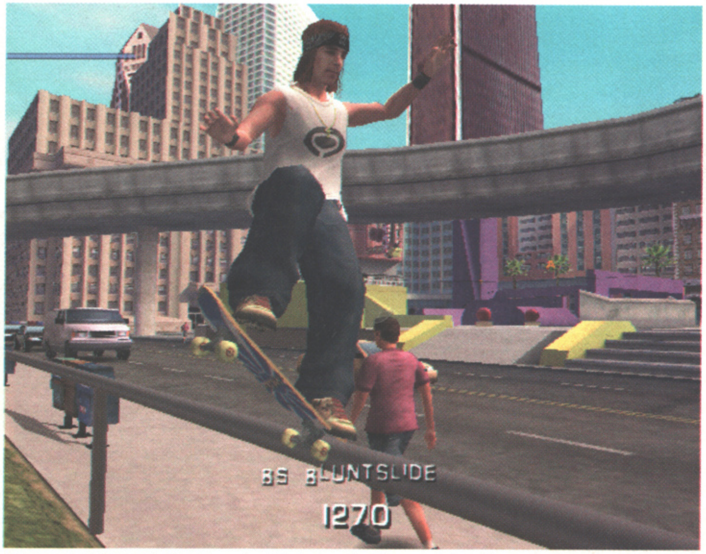
All the bails look really painful, even leaving blood on the floor


SCORE 75
SWITCH
REAR ADMIRAL
7:00 8:30 10:00 11:30
STARRING
THE EGM CREW
KICKFLIP TO MELON
37

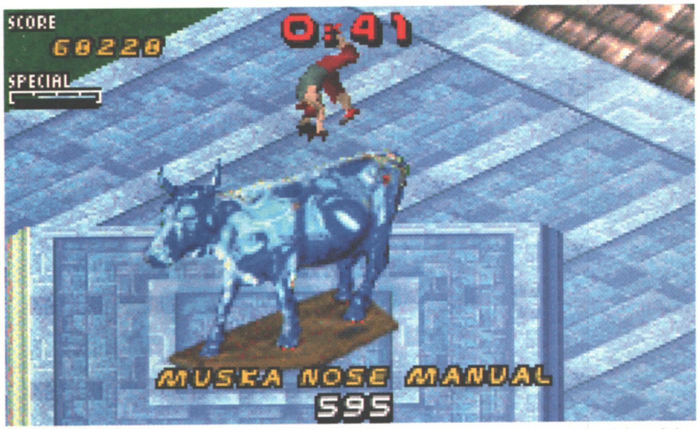
As you would expect, the game will be chock full of really cool skating choons. Exact music is still to be confirmed, but you can expect some big names to be involved – if the price is right



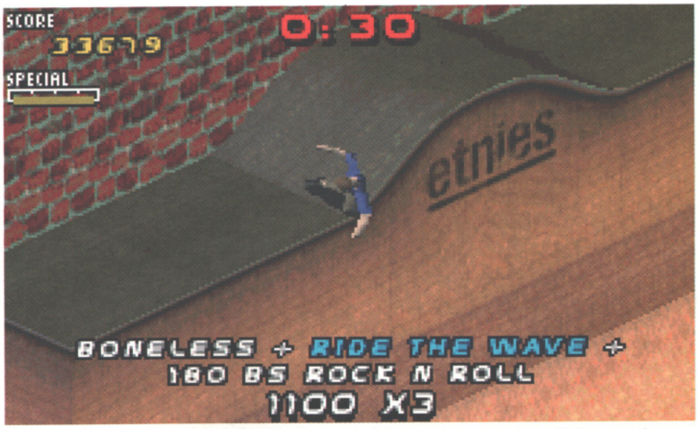
Woah dude! If you don't pull it together, you're gonna end up as roadkill. Now that wouldn't be chilled


BS BLUNTSLIDE
1270

This is a real, living city. People go about their everyday lives... only to get run over by you


SCORE
68228
0:41
SPECIAL
MUSKA NOSE MANUAL
595

Don't have a cow, man. Just wait till you see this baby mooooo-ving. The speed of the animations and the smooth scrolling makes it look even smoother than the PSone game. You won't believe your eyes


SCORE
33679
0:30
SPECIAL
etnies
BONELESS + RIDE THE WAVE +
180 BS ROCK N ROLL
1100 X3

You can still link your best death-defying moves together to form massive combos which net you those big points and unlock sneaky secrets on each of the six levels. Full details in the review next issue

A BIRD IN YOUR HANDHELD

TONY HAWK'S HITS ADVANCE

TONY HAWK'S PRO SKATER 2

OUT **JUNE** FORMAT **GBA**

***THPS2* on the GBA will make a lot of developers stop in their tracks. Many of them are just looking to port SNES games onto the GBA. But the brains behind *THPS2* have somehow managed to get most of the animations and the arsenal of tricks from the PSone game onto Advance. And if that wasn't enough, the GBA version actually runs smoother and faster than the PSone version, managing to maintain a full arcade speed of 60 FPS throughout. Wow!**

BOARD STUPID? CERTAINLY NOT

There are three skate modes with 13 skaters – all made up of 300 polygons – to take through the six levels, which include some from *Hawk's 1*, some from *2* and some unique to the GBA game.

If you're wondering how the eight button PSone control system works, here's how: all the tricks and flips are on the shoulder buttons, making it easy to pull off the move combos. You can even remap all the buttons to customise it to how you feel comfortable.

EASY 3D

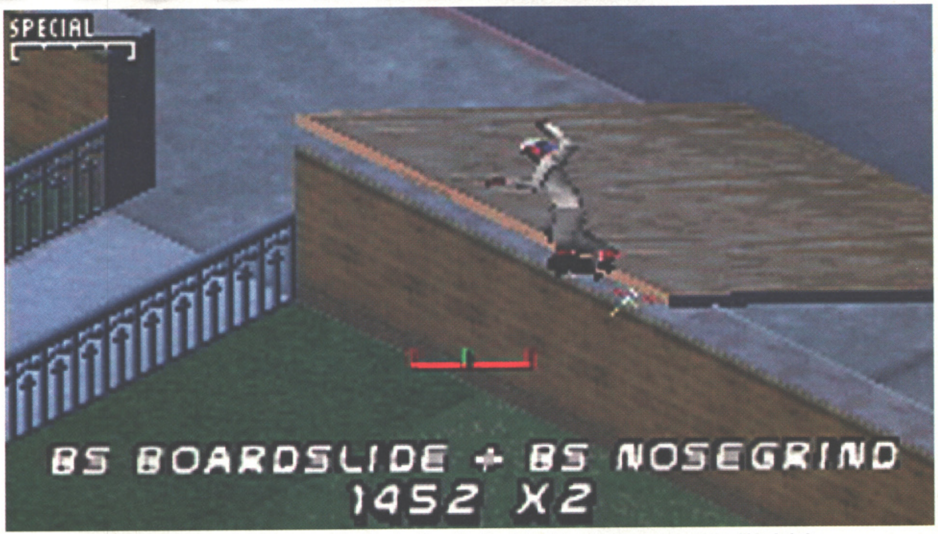
The levels are all fully 3D as this is practically a port of the PSone version, so you can still jump over stuff and skate behind objects, and all the bail animations are there - as painful looking as ever.

Unfortunately, there will be no multiplayer in this game, but they are saving them for the sequel, which will go into development shortly. All in all, a pretty impressive feat this early in a system's life. *Tony Hawk's Pro Skater 2* will be a launch game when the GBA finally shows up in the UK on June 22 – our money is on it being one of the biggest sellers.

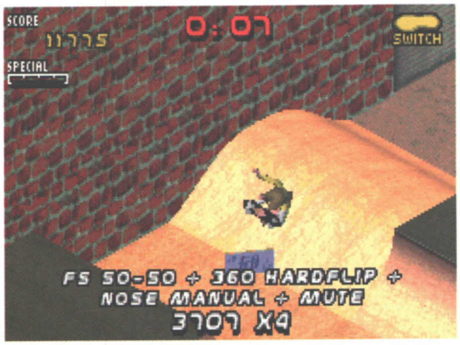
CVG RECKONS

Easily the most impressive thing we've seen so far on GBA – it'll rock your handheld world.

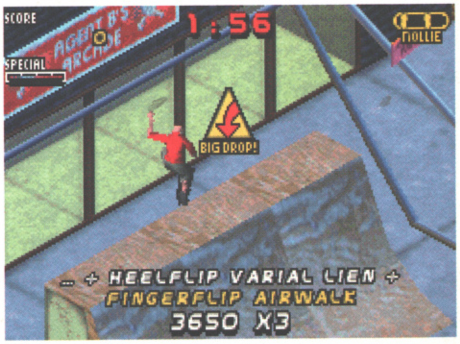
END


SPECIAL
BS BOARDSLIDE + BS NOSEGRIND
1452 X2

The multiplayer has been left out of the first game, but the developer is already thinking about a sequel which will include it


SCORE
11775
0:07
SPECIAL
SWITCH
FS 50-50 + 360 HARDFLIP +
NOSE MANUAL + MUTE
3707 X4

Impressive, but that is going to hurt when you land on your head


SCORE
1:56
SPECIAL
AGENT B'S ARCADE
NOLLIE
BIG DROP!
... + HEELFLIP VARIAL LIEN +
FINGERFLIP AIRWALK
3650 X3

Any object or wall can be used for crazy tricks and stunts

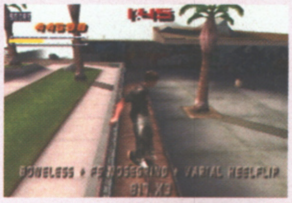
SOMEONE MUST SIGN THIS

TONY HAWK'S PRO SKATER 2

OUT **TBC** FORMAT **N64**

Who's your favourite games publisher? Get their address and write to them demanding that they sign the rights to release *THPS2* on N64 in Europe. Because as it stands right now, Activision don't want to do it.

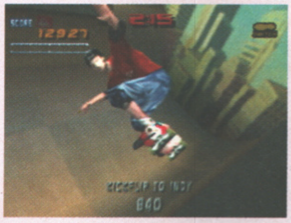
It's as good as the PSone version that topped the charts months ago, and it's not as if the N64 gaming scene is exactly crowded with big games right now. If someone did see sense and release this then surely they would clean up. THQ released Activision's last few N64 games, so maybe they will go for it again if all you N64 owners pile the pressure on. Go on, you could make a real difference.


44680
1:45
BONELESS + FS NOSEGRIND + VARIAL HEELFLIP

The analogue N64 controller is perfect for grinding action

KICK-FLIPPIN' INSANE

Keeping all the trick and stunts from the PSone game, *THPS2* is an absolute gem. The N64 version has retained all the playability and fun elements that made the PSone version a classic. Wouldn't it be a crime if something like this wasn't the N64's swansong? Get writing guys - it's now up to you to get this awesome skater released.


SCORE
12927
2:15
KICKFLIP TO INDY
840

There's life in the N64 yet – if we can get someone to release this

CVG RECKONS

Definitely deserving of a European release, so you guys gotta persuade someone.

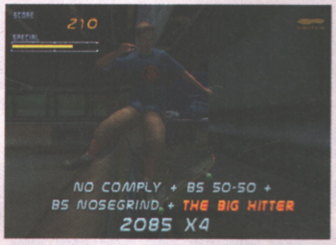
NOW YOU SEE IT? NO YOU WON'T

TONY HAWK'S PRO SKATER 2X

OUT **US ONLY** FORMAT **XBOX**

Cool huh? An Xbox *Hawk's*. Problem is, it'll never get released in Europe. This is a good and a bad thing. Bad because we wanna play it and feel you would as well. Good because there's a little story behind this one.

As Microsoft isn't releasing the Xbox over here until next year, by then the Yanks will be ready to release *THPS3X* for Xbox instead. So, what's the point in releasing *2X* when we can jump straight in to the third game, possibly at the launch of the console in Europe? Hurrah!

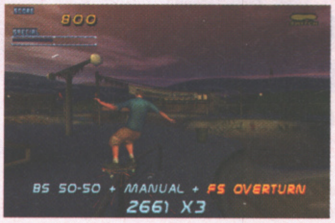

SCORE
210
SPECIAL
NO COMPLY + BS 50-50 +
BS NOSEGRIND + THE BIG HITTER
2085 X4

The inside levels may not look that much better than the PlayStation 2 game...

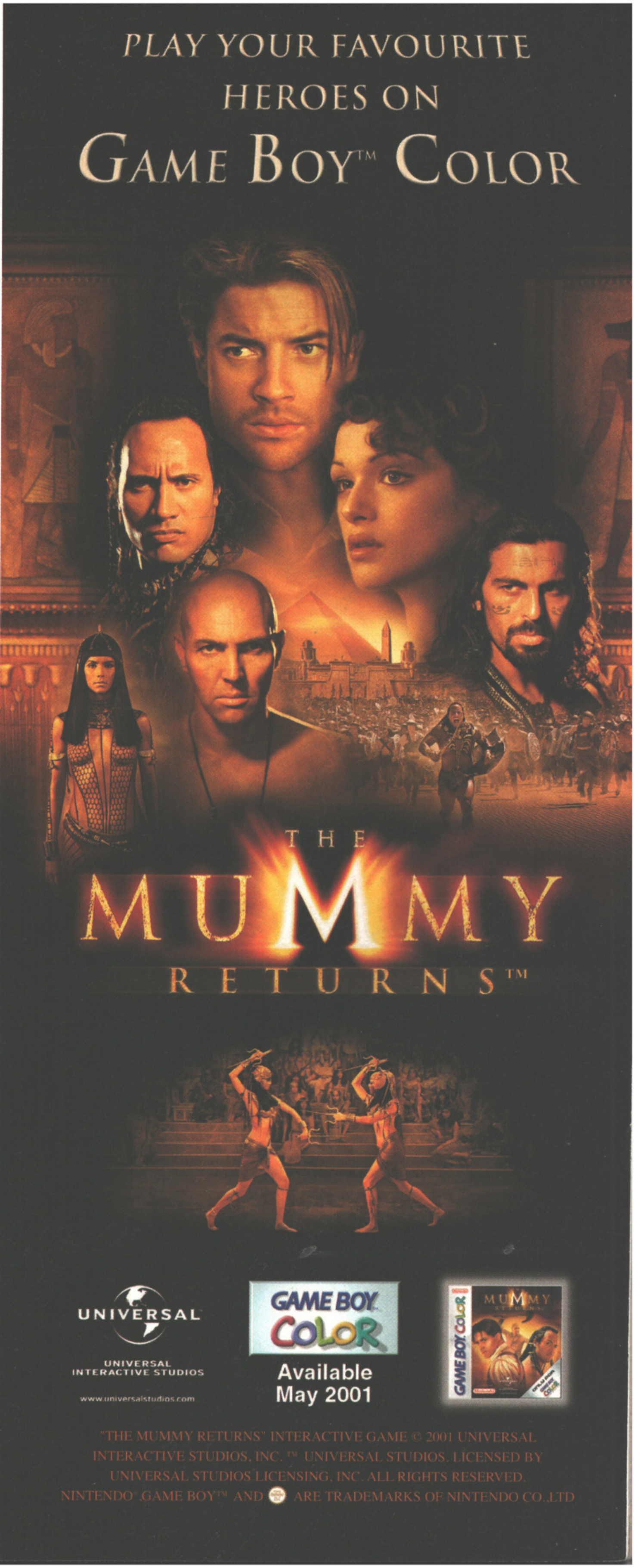
IMPORT BOARDER

However, if you really can't wait that long, you'll be able to buy Xbox and copies of the game on import.

Or if you must have *2X* when the console is launched in the UK, Activision may not put any territorial locks in the game, so you could play it on a European machine (though this is by no means confirmed yet). But whatever happens, *Tony Hawk's* is coming to Xbox – you may just have to wait a little longer.


SCORE
800
SPECIAL
BS 50-50 + MANUAL + FS OVERTURN
2661 X3

...but go outside and you can see the graphic artists start to show off a bit more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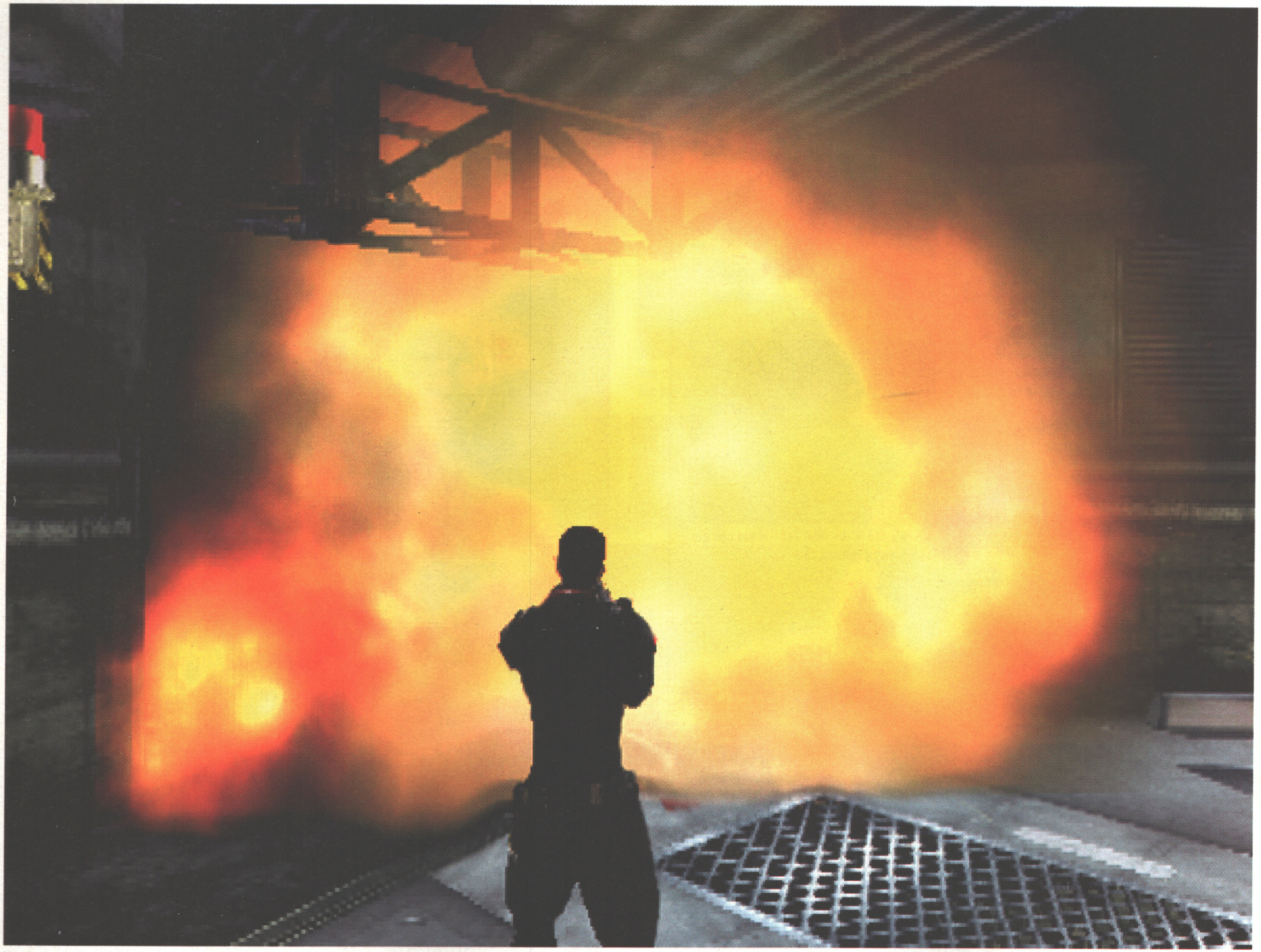


You know what – maybe using your entire arsenal on those gas tanks wasn't such a great idea. It may have warmed this polar base up a bit – but the mutants know where you are now

EXTERMINATE! EXTERMINATE!

A VIOLENT WORK OF SCI-FI ART FROM THE CREATOR OF *RESIDENT EVIL*. AND NOT A DALEK IN SIGHT

WORDS AND SCREENSHOTS **LES ELLIS**

EXTERMINATION

OUT **JUNE** FORMAT **PS2**

If you saw a movie that featured dinosaurs you would compare it to Jurassic Park. If you heard a CD made by a bunch of irritating wannabees then you'd compare it to Hear'Say. And when you clap eyes on *Extermination* you'll compare it to *Res Evil*.

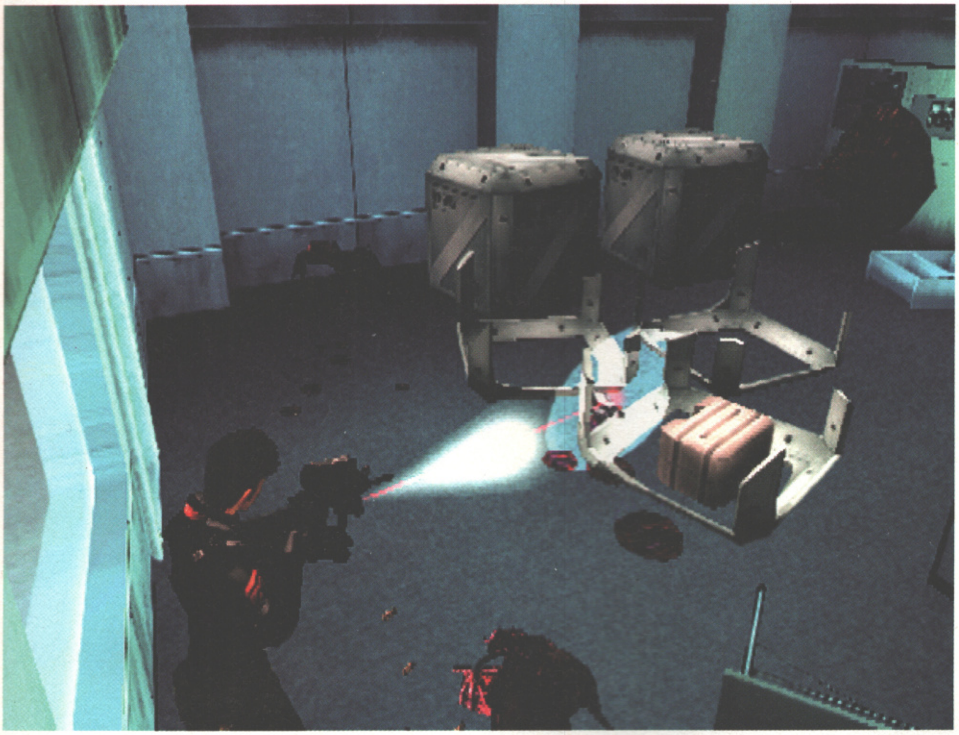
But this is not surprising when you learn that it has been developed by the man behind *Biohazard* – the Japanese name for the first *Res Evil* game. Many of the game's features are the same, including the plot and half the monsters. But play it for a few hours and differences start to creep in – changes that may well end up making this – gasp! – better than *Resident Evil*.

ACTION JACKSON

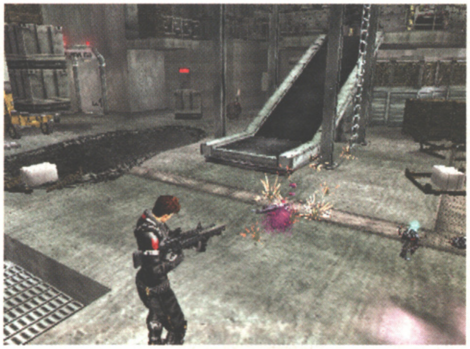
The main difference? Action. In *Res Evil* games you walked, you ran, you fired your gun and if it was feeling generous it would let you climb over a crate or up a staircase – though the latter was always an excuse to cover a loading screen. Well, after a few hours on *Extermination*, you'll be dog tired from your exertions.

Try climbing up ladders to reach the higher levels of huge 3D rooms where you have complete freedom to go anywhere. Believe us, when you've run, jumped, rolled, swung like a monkey on bars and sneaked along narrow platforms for a few hours, you'll know that this is truly an *action* adventure.

Sure it has puzzles, but not the obscure type you find in the *Res* series. And all these moves are accessed with a single button press. Basically, if you come up against a situation and aren't sure if you can do anything, hit X and you'll almost certainly find out. This leads to sequences that *Res Evil* could only dream of coming up with. How many times have you strapped yourself to some overhead bars leaving your hands

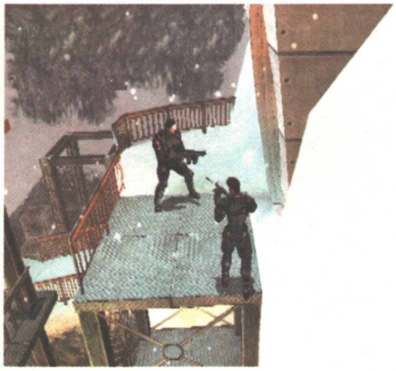


It may be a pretty dark world out there, but gadgets such as this handy torch and laser sight combo are provided to bring some light back into your life. We always think splattered mutant gore just looks that much better under the glare of a torch

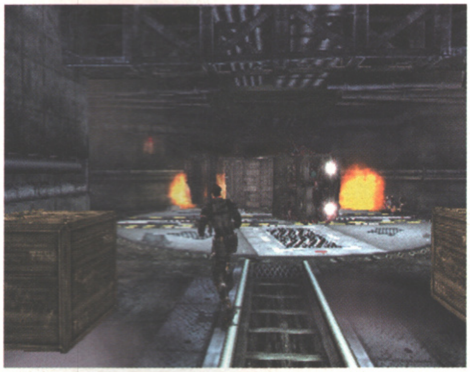


Come on! I'll have the lot of you, you slimy little freaks! Shooting open crates may reveal treasure... or yet more creatures

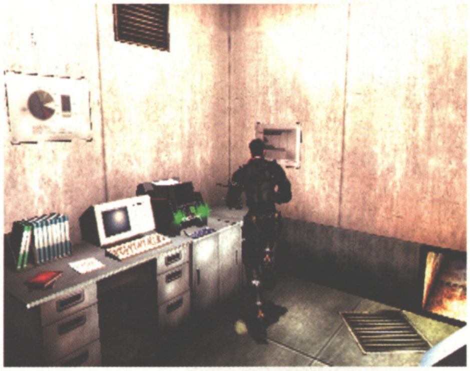
Ah, er, um, RUUUUUUUUUUUUUUUUUNNNNN!



The train crashes through the door to open up access to the next section – just remember where the sick bay was in here



If you get infected by these mutants you're living on borrowed time. You'd better high-tail it and find a cure as quick as you can



That open grate is a bit of a giveaway as to where you have to go next – these little cubby holes are usually where they hide ammo

free to use your firepower on anything that dares to wave its mutated slimy head in your direction?

BULLET IN THE HEAD

And you can forget all that auto aiming business from *Resident Evil*. In the same way as a first-person shooter, *Extermination* lets you zoom right in to put a bullet anywhere you want. Most creatures have a weak spot and this feature lets you exploit it.

It also means when you enter a huge stage you can scout it out and maybe even clear your path before risking further exploration. You can bolt on spare parts to your standard rifle, turning it into a flame-thrower, shotgun or ultimately a missile launcher. You can also add gadgets like the motion tracker which shows you where creatures are. A bit Aliens, but still very cool.

ENVIRONMENTALLY FRIENDLY

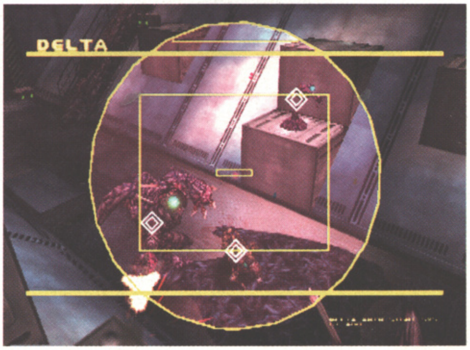
Attention to detail also helps this to stand out from the crowd. Run around outside and you'll notice that Dennis (luckily you're harder than your name sounds) handles differently. Run too fast on a slope and you'll slide down. And if you're not wrapped up warm against the cold you'll regret it.

He shields even his eyes when explosives go off near him. Being outdoors is also different to how you play inside locations. And it gets different again when you're on a roof battling a boss, but we won't spoil the surprise. Enter a level where there's a lot of water and you have to adopt a whole new approach, especially when you see how chemicals affect the water.

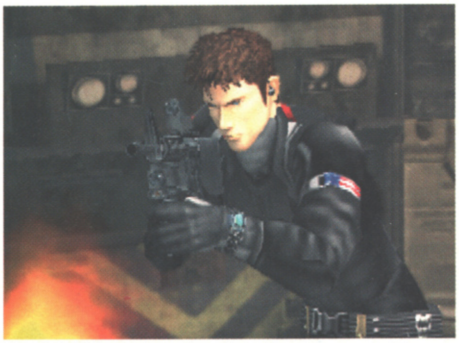
INFLUENCED BY THE BEST

It may sound harsh to say that *Extermination* has almost no original content – but when it's so obviously influenced by everything that is cool about movies or games, you can't really put it down. So far we've seen scenes lifted from The Abyss, Aliens, Terminator 2 and many of the best action flicks ever.

Throw in the panic-inducing tension of *Resident Evil* with some of the stealthy aspects of *Syphon Filter* and you've got a



Outside there are pipes to walk across and jumps that need to be navigated before you get to use all those fun guns of yours



Doesn't look like the hero of any of the *Res Evil* games at all does he? We know where the inspiration for this came from

gamesplaying experience that combines just about every aspect of the word 'action'.

MONSTER MADNESS

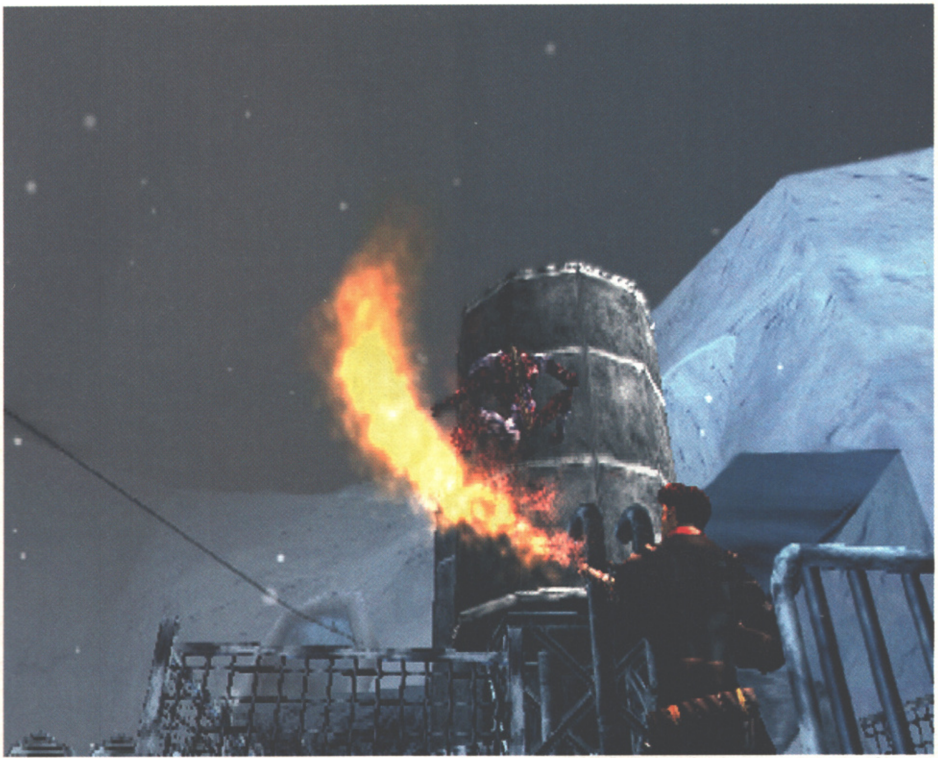
There are problems, but hopefully they will be fixed by the time it reaches us. The monsters, while suitably gross, look as though they could have been lifted directly from the *Res* games, with just some of the smaller mutants offering anything new.

And the fact you can't fire and move at the same time can be a bit frustrating when you are surrounded by the little foot-munching critters. The camera work doesn't always help, either, and you'll find yourself resorting to the first-person zoom on your rifle to look around the bigger rooms as the camera seems prone to sticking to the most unhelpful view it can find.

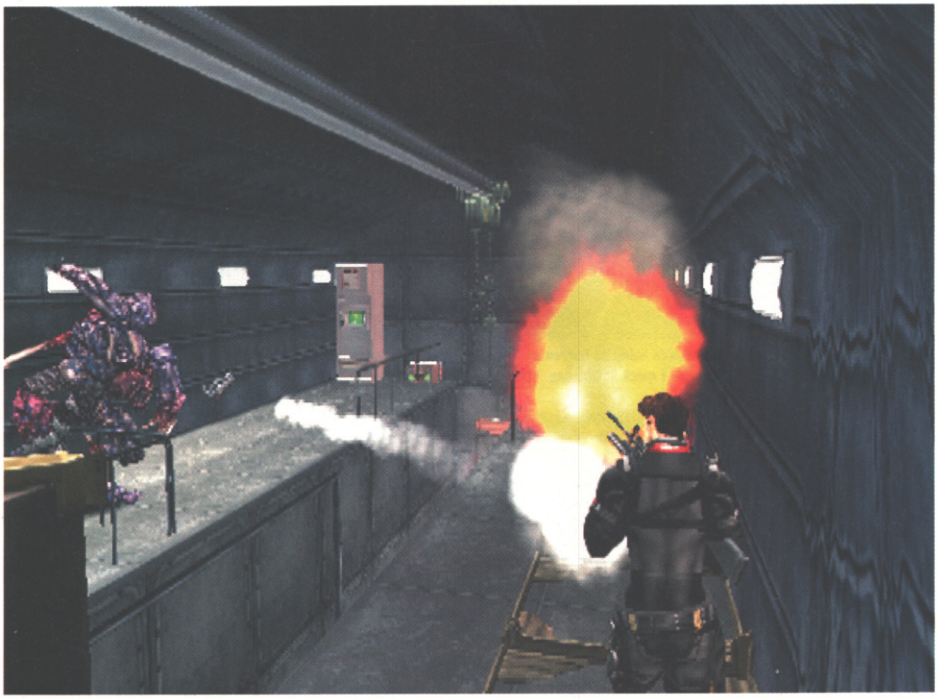
END THE MADNESS

A game that seems to be so full of breathtaking sequences influenced by famous movies and games is always going to stand out from the crowd. *Extermination* wants to better *Res* *Evil*, and if it has to take a little from every classic action movie, stealth game and first-person shooter there ever was to do that, then fair play to 'em.

While the voiceovers and cameras still need a fair bit of work, you can rely on Capcom to get those sorted. And let's face it, any game by the guy who created *Res Evil* is worth getting very, very excited about.



A cool scene where you and your recently reunited teammates must blast this boss off a water tower before he creates even more chaos. Eat flame, wall crawler. It's a pity the guys in your helicopter (which is just out of our screenshot) aren't more help though



Sticks and stones may break your bones but rocket launchers will really make a mess of this creature. Trouble is, if you're anything like us, you'll always find that you've run out of rockets just as you meet up with one of the damn things

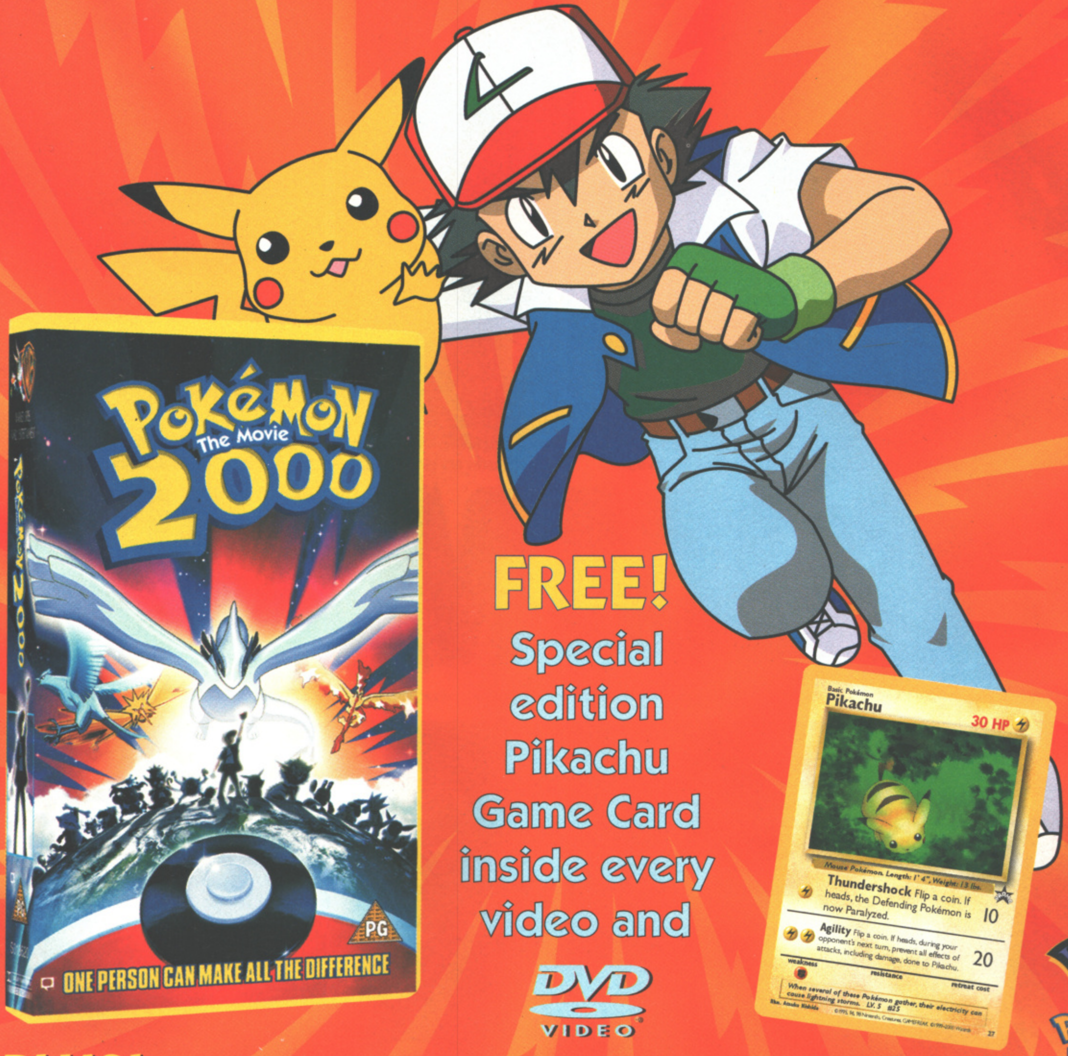
Clearing a room before you go in – often a good strategy

CVG RECKONS

An ambitious mixture of all things cool. And if anyone can pull it off, this lot can.

END

CATCH 'EM NOW!


Pokémon The Movie 2000
ONE PERSON CAN MAKE ALL THE DIFFERENCE
PG
Basic Pokémon
Pikachu
30 HP
Mouse Pokémon. Length: 1' 4", Weight: 13 lbs.
Thundershock Flip a coin. If heads, the Defending Pokémon is now Paralyzed. 10
Agility Flip a coin. If heads, during your opponent's next turn, prevent all effects of attacks, including damage, done to Pikachu. 20
weakness
resistance
retreat cost
When several of these Pokémon gather, their electricity can cause lightning storms. LV. 5 #25
27

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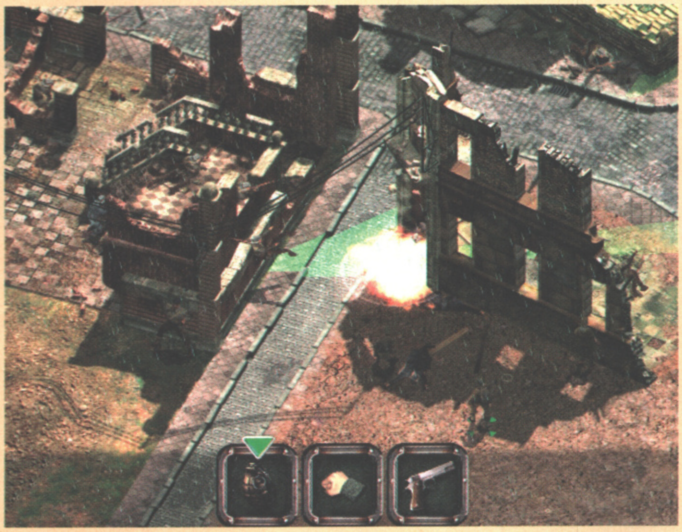
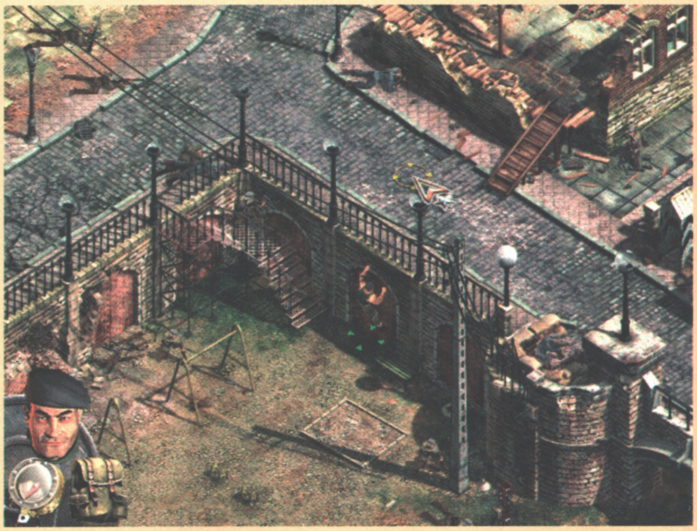


The alarm is raised and you've got to rely on good old brawn (and well placed grenades) to survive



The easy routes are most likely to get you spotted by guards. Scale up walls for maximum stealth

GO COMMANDO

PC STRATEGY GAME PLAYING EQUALLY WELL ON PS2

WORDS**DEAN SCOTT** SCREENSHOTS**PYRO**

COMMANDOS 2

*OUT***SEPTEMBER 2001** *FORMAT***PS2**

Sideville, Normandy, 1944. The cobbled streets reverberate to the sound of German jackboots as Third Reich officers frog march along their patrol routes. Sentries scan the trees for movement from balconies all around the perimeter wall. In five separate buildings downtown, members of an elite British Commando force are being tortured by sadistic Gestapo interrogators. Their only hope: a frail, unarmed thief panicking in the woods just outside the town.

STEADY, TIGER

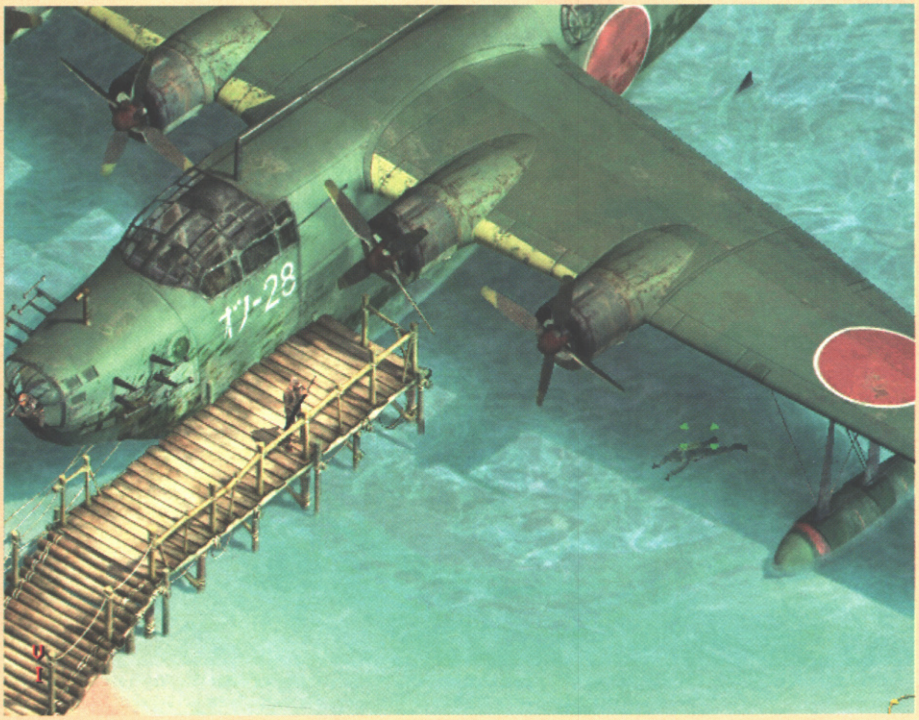
That thief is you. But springing your colleagues out of those heavily guarded buildings one by one is going to be anything other than a steal. You are going to need a whole lot of courage, stealth skills that Solid Snake can only dream of and a bunch of luck bigger than a German Tiger tank. Either that or you'll be gunned down in the first building you break into. So with a twitch of the analogue stick, you send your thief crawling slowly towards the main wall. You can see the guards' cones of vision, but the snail's pace at which you're creeping on your belly has you twitching constantly.

SPIDER-MAN

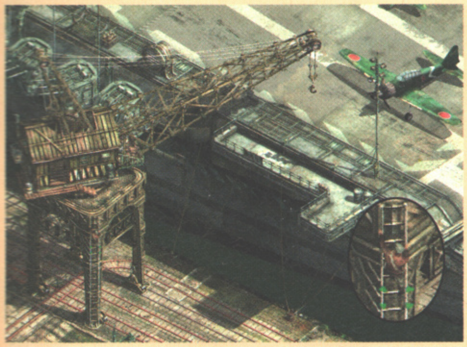
You reach the wall, and start to scale it. The sentry on the opposite balcony is looking the other way as you appear over the top and you scuttle quickly over to the house he's keeping lookout from. You shimmy up a drainpipe, silently ascending past his position like a spider and take a look in through the attic window. A guard paces up and down, and a bruised Commando slumps tied up on a chair in the corner.

ALL NEW TO PS2

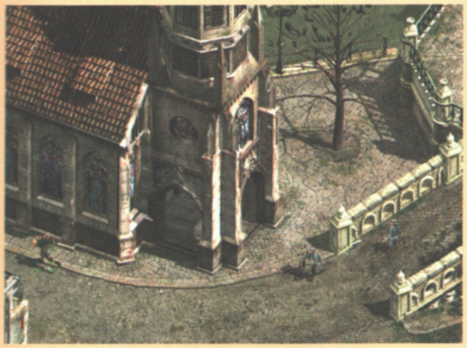
Commandos 2 is unlike any other console game you have seen before. Strategy games don't usually have you dripping with



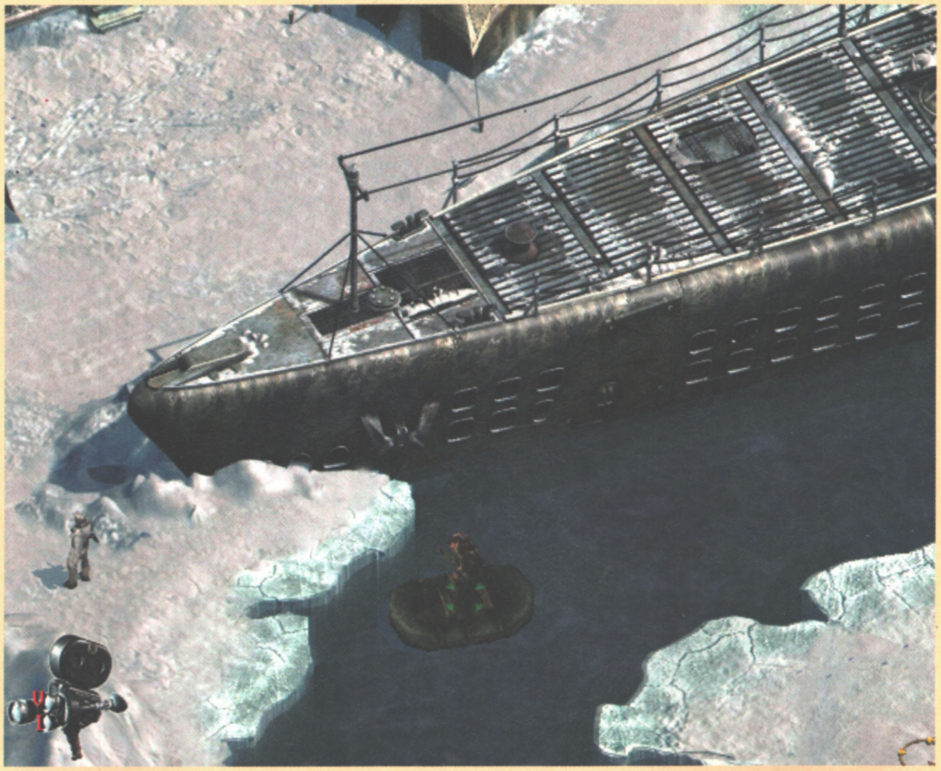
That guard on the pier hasn't seen you swimming under the surface. Pop up behind him and let him feel your blade across his throat



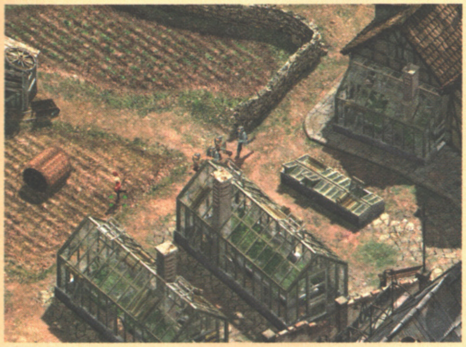
The sniper sight is invaluable for defending your men as they sneak onto this aircraft carrier. Silently pick off guards to ensure victory



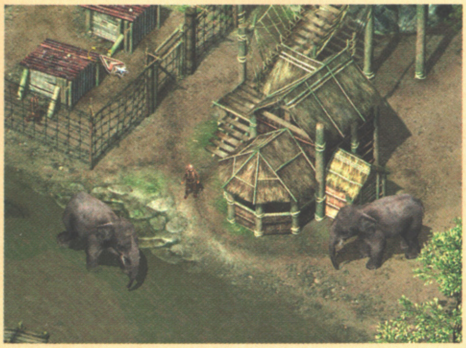
The architecture is absolutely spot on. It's all pre-rendered though, so a stray grenade won't take out the stained glass windows. Bah!



One Commando in a dinghy versus an army and a battleship. Already you're seeing that *Commandos 2* is an unforgiving videogame



Looks like The Temptress' charm ran out. The Nazi's want her dead



Commandos 2: the best game with elephants since *Street Fighter 2?*

sweat, panicking that the next move you make will be your last. You see, had you been spotted on your approach, there would have been no running away. It wouldn't have just been a solitary guard on your case. Not after he had yelled "Achtung!" and brought every Teutonic trooper in the town down on you like a ton of Bavarian bricks.

AND THEN THERE WERE NINE

By the end of the game you'll be leading a squad of up to nine operatives against the forces of fascism. But half of them have to be broken out of enemy prisons first. Each agent has a specialisation and you'll have to milk every ounce of skill out of them to survive World War Two. From the misty forests of Southern Germany to the teeming swamps and jungles of South East Asia, you'll thank your lucky stars for every explosives expert, sniper and throat-slitter you can recruit to your team.

HEAVY ON THE ATMOSPHERE

While you're out in the open, you view the beautifully detailed pre-rendered landscapes from above. From palm trees to panzers, it all looks mint and reeks of Second World War atmosphere. But when you crawl in through that attic window to punch out the guard and untie the Commando, the interior is rendered in real-time and is fully rotatable and more interactive. The relief at having two squad members free is enormous too, chiefly because you'll have died and restarted many times to get even this far. *Commandos 2* is a ferociously unforgiving game.

SLOWLY DOES IT

Though PC players may be well used to making slow progress in games, it will be a culture shock to PS2 gamers. No gameplay concessions have been made in bringing *Commandos 2* to the console, but the method of control makes it feel like a different game. In the PC game you play as a general, issuing orders to the troops with mouse clicks. The PS2 version sees you assume direct control of one commando at a time. The level objectives are the same, but a tough strategy number soon starts to feel like an awesomely realistic action game.

DESTINATION: EVERYWHERE

There's a good range to the gameplay. Where the Normandy level is all about stealth, later stages will require a good dose of simple brute force. How about driving a tank through occupied Paris, crushing wandering Jerries under your tracks? Or storming Nazi U-boats harboured in La Rochelle? There's even a mission based almost exactly on the classic war movie Bridge Over the River Kwai. Our personal favourite up to now is the assault on Colditz prison in Southern Germany.

ROVER AND OUT

Scores of Nazi soldiers practise drills in the main courtyard, as a pit bull terrier scurries past. They clock it, but pay no attention. Their mistake. From your hiding place around the corner, you summoned the dog with a silent whistle. The grenade it's carrying in its pouch will soon be bouncing in that same courtyard. Only with its pin taken out.

CVG RECKONS

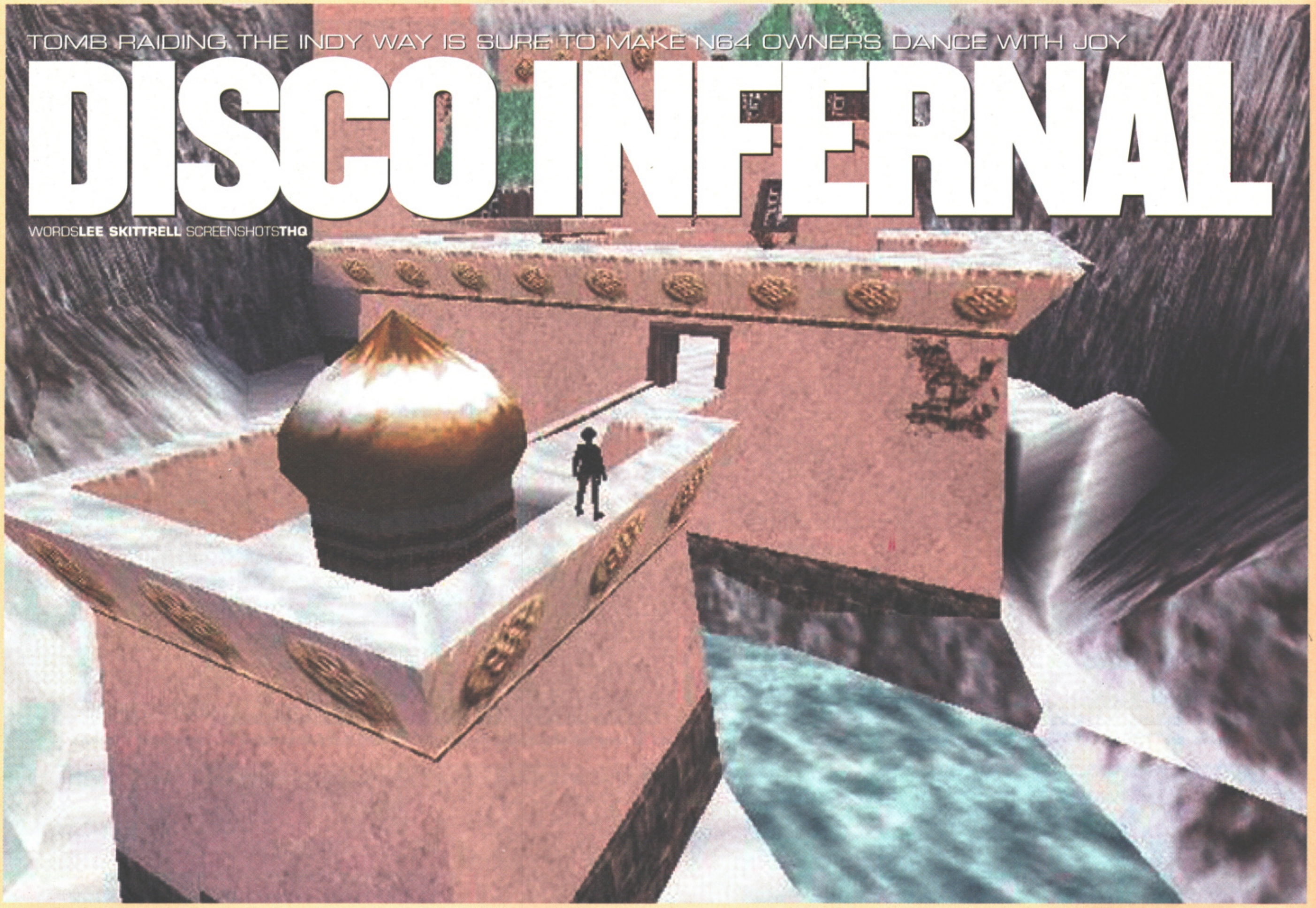
Providing you can cope with the difficulty level, you should get right into the finest console strategy title in ages.

END

TOMB RAIDING THE INDY WAY IS SURE TO MAKE N64 OWNERS DANCE WITH JOY

DISCO INFERNAL

WORDS **LEE SKITTRELL** SCREENSHOTS **THQ**



INDIANA JONES AND THE INFERNAL MACHINE

OUT **JULY** FORMAT **N64**

Maybe it's because there's nothing like it on N64, or maybe it's because Indiana Jones is just a much cooler adventurer than Lara Croft could ever hope to be. Whatever the reason, Indy on N64 is shaping up to be a very impressive action adventure and yet another reason not to trade in your N-shaped console just yet.

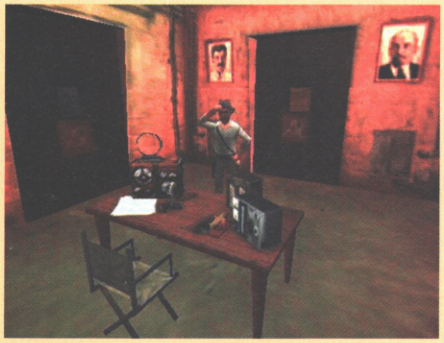
OLD HAT, BIG FUN

Given that *Tomb Raider* style gameplay now seems about as old as Indy's favourite and well-worn hat, it comes as the sweetest of surprises that this dollop of ledge-gripping, puzzle-solving, jewel-pilfering action is actually wicked fun.

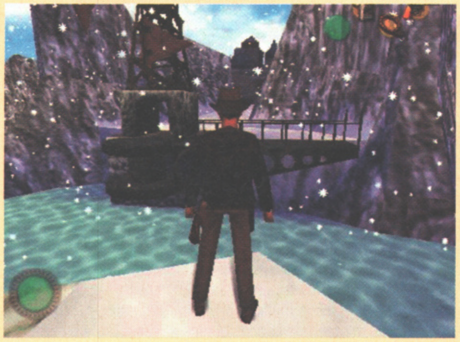
Die-hard Nintendo fans who would rather pan-fry their own spleen than play on a rival console have missed out on the joy, then subsequent horror of Lara's games. Now they can finally get a taste of what the rest of the games-playing world has been sampling since her first adventure.

INFERNALLY YOURS

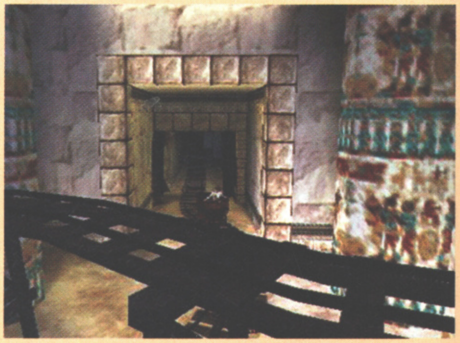
The cinematic plot of *Infernal Machine* sees Indy investigating the excavations of a bunch of dodgy Russian blokeys at the height of the cold war. As he leaps, whips and puzzles his merry way across the globe, he begins to piece together a plot that



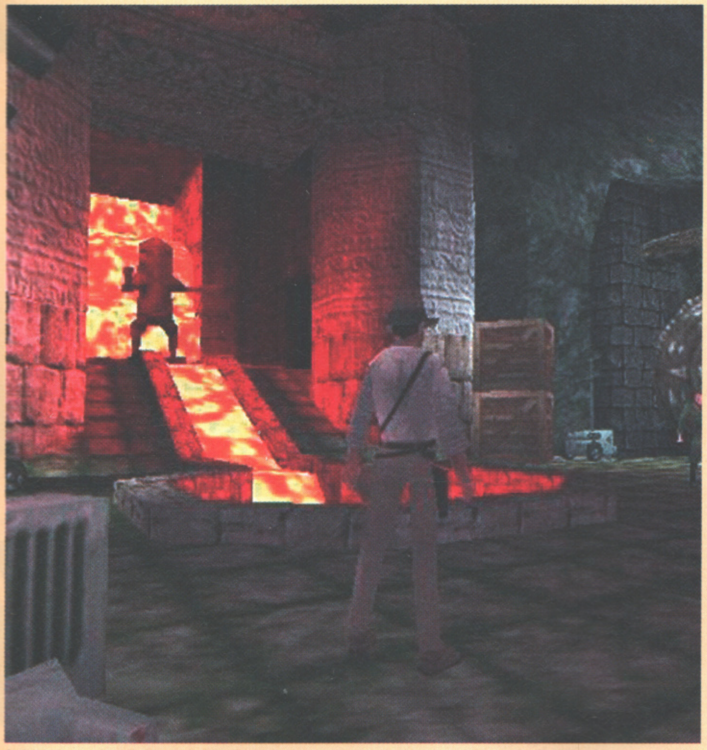
Indy: "How did the Acoustic Decoy from *Commandos 1* get here?"



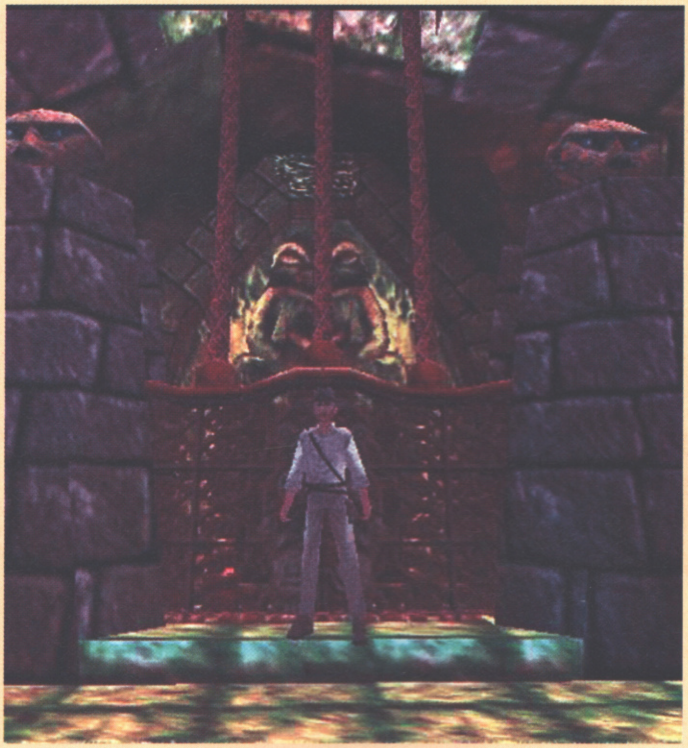
Yes, these screenshots are from THQ, but it *does* look this good



Minecart levels, the scourge of action games. Indy makes them cool



Indy gets tough and this little bit of lava is sure to test your gaming skills to the limits



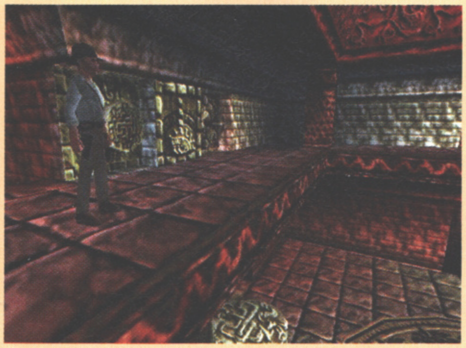
Tricks and traps await the Trilby-toting troublemaker. *Tomb Raider* fans are going to lap this up

threatens to bring about a messy end to all things on Earth. Unoriginal maybe, but the story is eked out slowly and dramatically and it looks like there will be enough twists and double-crosses to keep you interested in the lengthy and well-acted cutscenes.

BECOME INDY

Much of the game is spent searching for artifacts, important items and pieces of puzzles that will help solve the mysteries of the Infernal Machine of the title. The action starts off fairly simple with an introductory section set in the canyon lands of the American midwest, helping you get to grips with Indy's impressive range of moves and abilities.

A *Zelda*-style button interface lets you assign items and weapons for quick access and you can select healing kits and puzzle items from the extensive inventory. Stage by stage the difficulty level is cranked up, with Russians to snipe, curses to avoid and increasingly complex puzzles to solve.



Tombs and rooms are waiting to be pillaged – wicked fun

BIG BOULDERS

The puzzles range from the fairly standard search for a way into a blocked area, to wildly imaginative and convoluted block-shifting, switch-pulling, booby-trap avoiding extravaganzas. And while we didn't see a massive boulder to run away from in our preview version, we're going to play it through until we do.

The game is tough, but the huge sense of satisfaction when you finally spot a hidden ledge, or suss out a puzzle is what these things are all about, rather than the more gung-ho gunplay of other action adventures.

WORLDS APART

This emphasis on observation and puzzle-solving over all-out action is what sets Indy apart from most of the competition. It is also what will probably cause the most arguments between those who can't wait to really explore each of the game's pretty environments and adventure like a proper Indy, and those players who like their thrills a bit more immediate. And unless they're ironed out for release, the few glitchy problems in the game won't win over any doubters either.

You can almost hear the theme tune playing as you see Indy swing

MIXED BAG

Graphically *Indy* is a mixed bag of loveliness and stink-cuss. Some of the incredible high-res environments will knock you sideways, and the lack of any kind of fog allows for some truly enormous areas to explore. On the flip side, the frame-rate drops when there's a lot going on and some of the animations are wooden. They don't detract too much from the fun, but it would still be nice to see them fixed before release.

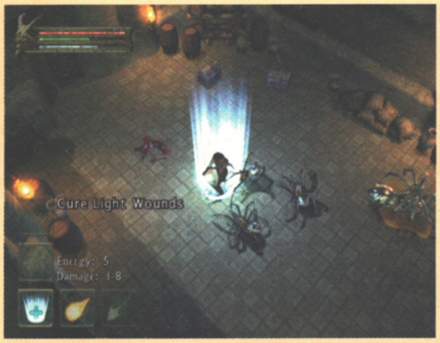
ILLOGICAL, CAPTAIN

It almost defies logic that *Infernal Machine* looks like it'll be a cracker. For a start, it's a port of a two-year old PC game that borrowed much of its ideas and gameplay from the *Tomb Raider* games which were, even then, a tad tired.

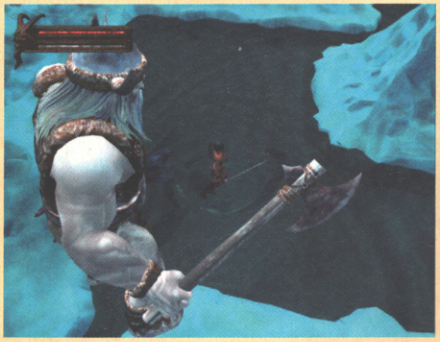
Second, it is one of the last releases for a struggling console at the end of its troubled and unhappy life. Nevertheless, we've played *Indy* loads and we like it a whole lot. By the time of our review next month we'll have played it even more to give you the ultimate low-down.

CVG RECKONS

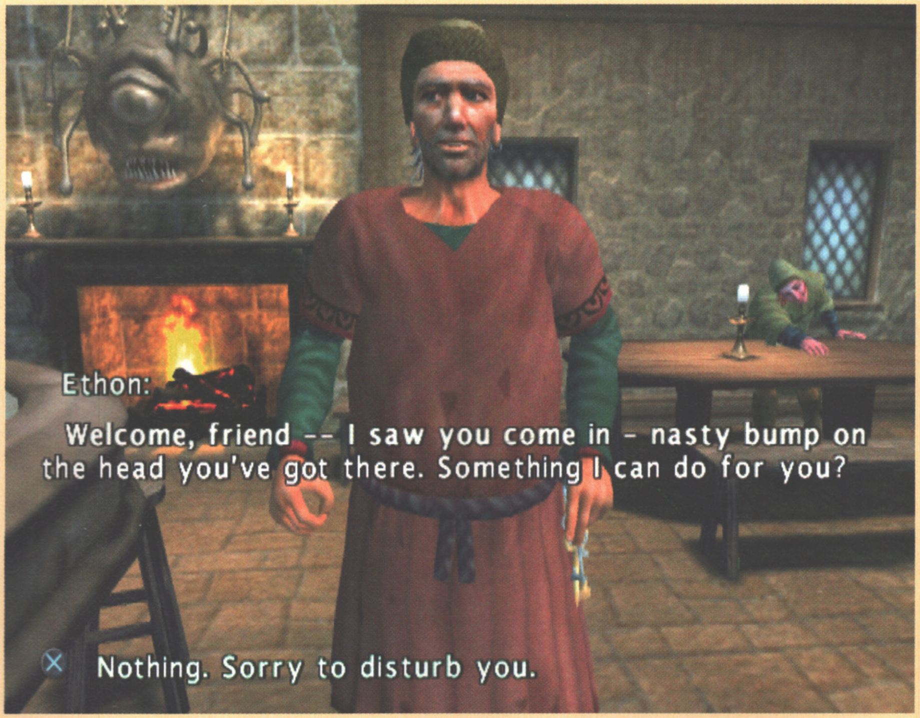
The few current flaws shouldn't detract from a genuinely surprising and enjoyable adventure game for action-starved N64 fans.



Looks like the spider on the right has had a, er, accident



Um, you may want to look behind you if you wanna live



Ethon:

Welcome, friend -- I saw you come in - nasty bump on the head you've got there. Something I can do for you?

✕ Nothing. Sorry to disturb you.

The conversations with NPC characters do get a bit more involving than this. No, honest. Nice dress mate

GATE'S NOW OPEN TO PS2

AT LAST! A DECENT LOOKING PS2 RPG IS ON THE WAY

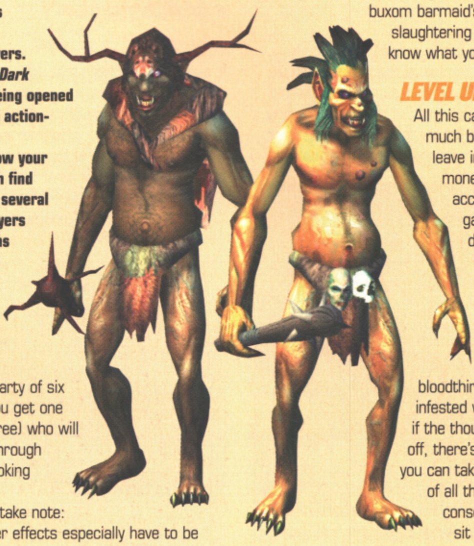
WORDS & SCREENSHOTS **LES ELLIS**

BALDUR'S GATE: DARK ALLIANCE

OUT ***SEPTEMBER*** *FORMAT* ***PS2***

Welcome to the city of Baldur's Gate, an exclusive RPG resort previously open only to PC players. Until now. With the release of *Dark Alliance*, the city's gates are being opened to PS2 owners, and it's a more action-packed place than ever before.

In fact, even if you don't know your HP from your elbow, you'll soon find yourself having fun here. After several failed attempts at PS2 role-players by assorted publishers, it seems that the king of PC RPGs may have cracked it and come up with a playable epic for Sony's next-gen.



NEED A SLASH?

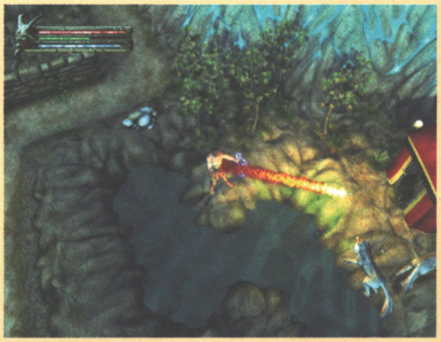
Instead of trying to control a party of six members like the PC game, you get one character (from a choice of three) who will hack, slash and cast his way through some of the most gorgeous looking levels yet seen in a PS2 RPG.

And *Summoner* developers take note: absolutely no pop-up. The water effects especially have to be seen to be believed. All the areas you explore are stuffed with people to talk to and get quests from, as well as more creatures than you can shake a long sword at. Whether it's clearing the buxom barmaid's basement of giant rats or slaughtering Yeti in the mountains, you never know what you're going to be up against next.

LEVEL UP

All this carnage is not just to see how much blood and how many heads you can leave in a level. You gain experience and money for doing it, and both give you access to the higher reaches of the game – better spells and more devastating weapons.

But even this has been massively simplified so you don't have to spend ages juggling items and stats. Plus, to keep you from getting a bit bored with the constant bombardment of bloodthirsty foes, the game is also infested with puzzles to solve as well. And if the thought of having to think scares you off, there's a two-player co-op mode where you can take a friend on your adventure. Out of all the RPGs we've seen on the über consoles, this is the first to make us sit up and really take notice.



Fireball spells never looked so good, and all free of slow-down

CVG RECKONS

Visually stunning and already looking more impressive than any other RPG on PS2. Yes!

END

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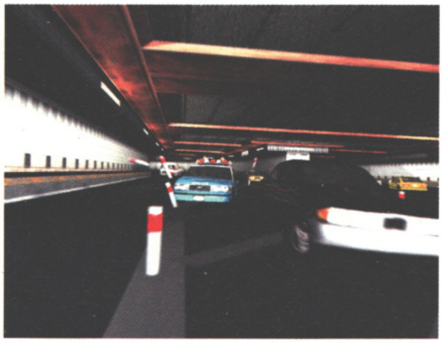
DRIVE-BY SHOOTINGS, DRUGS, WEAPONS AND GORE. DON'T BE SURPRISED, IT'S NEXT-GEN *GTA*

WORDS & SCREENSHOTS **LES ELLIS**

GRAND THEFT AUTO 3

OUT **2001 TBC** *FORMAT* **PS2**

Remember the controversy that the first two *GTA* games caused? All the fuss about the guns, drugs and wanton violence that seemed totally out of proportion when you actually played the little top down driving shoot 'em up? And now that guns and violence are an accepted part of the gaming scene, the developers are really going to have to raise the bar that notch higher if they want to shock people even half as much again.



Police on your back – ram them into a wall to slow 'em down

SEEDY IN 3D

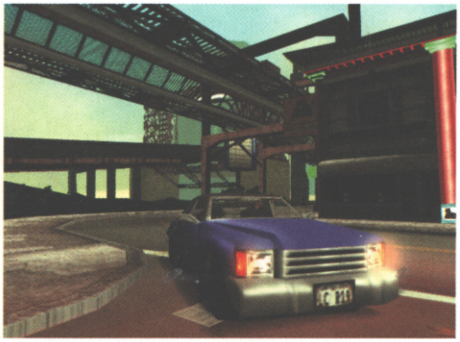
The transition from 2D to 3D is going to bring obvious comparisons with the likes of *Driver 2*. You're driving around a 3D city, you can go where you want, plus you can get out of the car and run around as well. But similarities end there.

Thanks to the oomph the PS2 has under the bonnet, *Driver 2*'s annoying PSone pop-up and slow gameplay is a thing of the past. But speed isn't everything in *GTA3* – the violence is much more important. And boy do they make a meal of it.

OUT ON A LIMB

Taking a leaf out of *Soldier of Fortune*'s book, when the weapons come into play the gore starts to fly. Just when you thought they might be putting gameplay over controversy as well. There are plenty of weapons out on the streets – and plenty of poor sods to use them on, whether they deserve it or not.

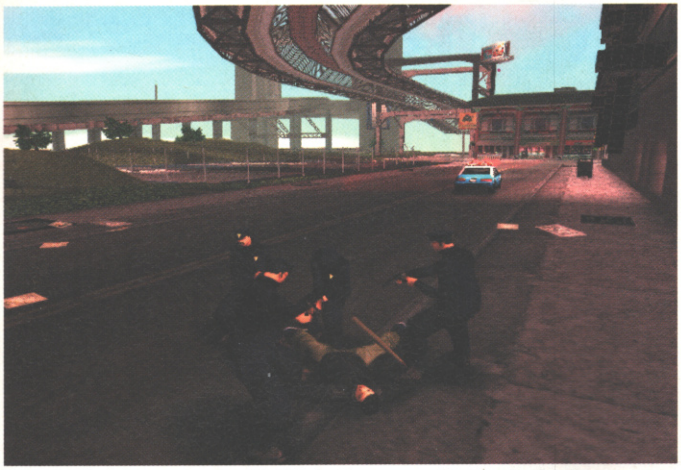
And then a whole new sick mini-game kicks in as you realise that the unerringly accurate sniper rifle lets you target and cleanly remove any limb or even the head in a huge eruption of gore. An essential gameplay element or just trying to be controversial – you decide.



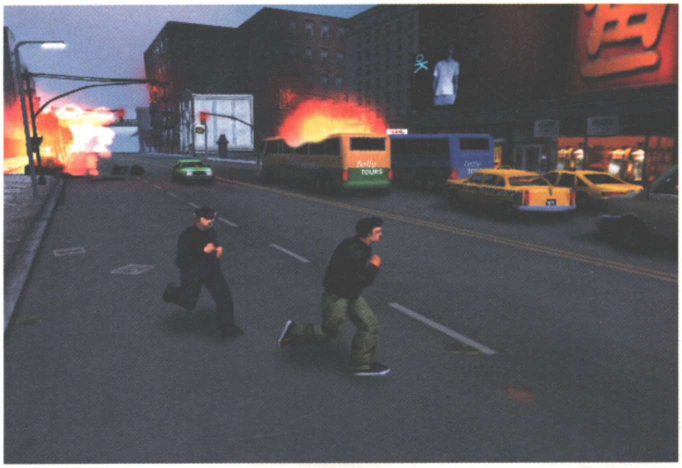
Ditch the pimp mobile – it'll give you away to the law

NEW GRAPHICS, OLD GAMEPLAY

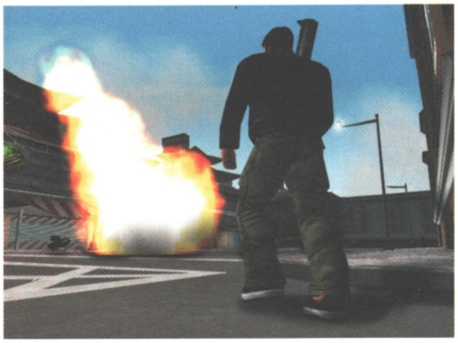
Despite the move to the glamorous world of 3D (which we had hoped they would do for *GTA2* to compete with *Driver*) and the addition of fountains of gore, the basic gameplay of *GTA3* remains the same. You're working for rival gangs, running substances, bumping people off, performing drive-by shootings and trying to make as much of a nuisance of yourself as you can



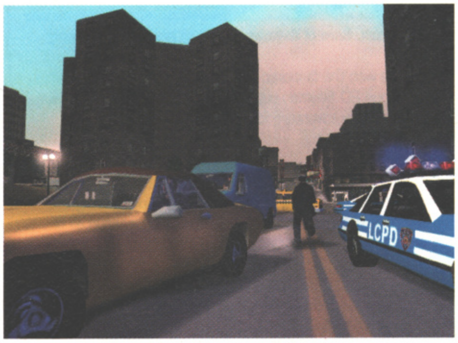
Bit strong, I only forgot to pay a parking ticket – these cops must be from Los Angeles



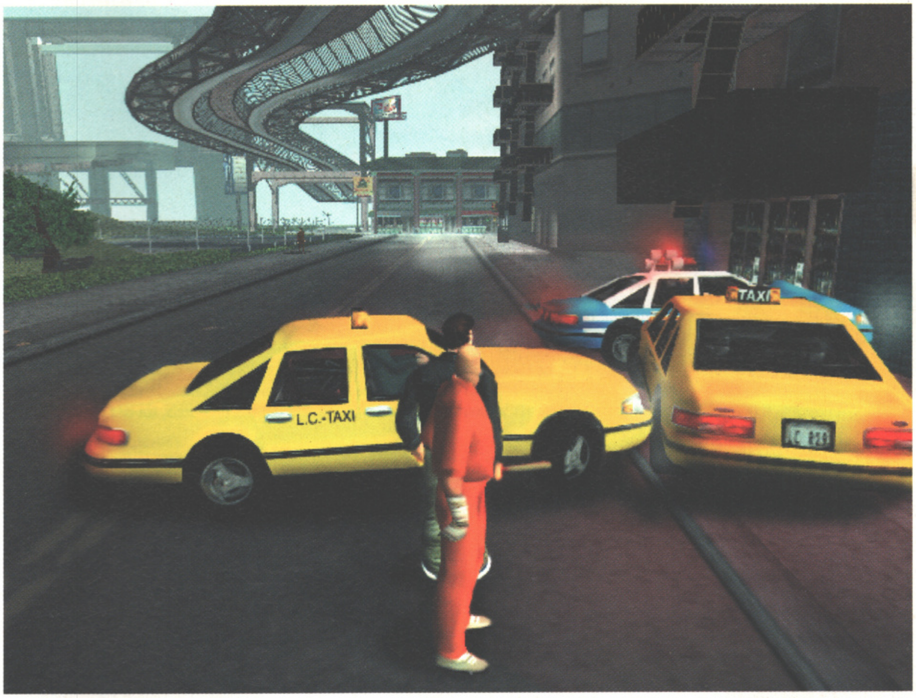
The Chicago marathon was much more popular when they allowed gangs to enter



Now *you* are the law, as in LAW one-shot rocket launcher



The cops eat too many donuts to catch you on foot



As anyone who's been to New Yoike will tell you, don't bother talking to the drivers as they won't understand your Limey accent and don't know their way around the place anyway. Why not just kick 'em out the cab and drive the darn thing yourself?

without meeting an untimely death in a hail of gunshots. The more work you do for one gang, the more the others hate you, so doing your best to keep all of them happy is a key part of the game. It's just everything looks a whole lot nicer now you're doing it with that extra graphical dimension.

GAMEPLAY VS GORE

So while there's going to be a lot of coverage in the national newspapers and even on TV about the goings on in here (and it'll probably get blamed for some kid running wild somewhere), it's only going to serve to distract people from the game's basic facts. Regardless of the numerous decapitations, amputations, buckets of gore, the extreme violence and the drugs related themes, *GTA3* is dragging old school gameplay kicking and screaming into the 21st Century.

Whether this heady cocktail of scandal and souped-up 3D gameplay cuts the mustard remains to be seen, but at least they'll have the old controversy angle to rely on if the game's not much cop. Let's just hope there isn't another half-baked Sixties inspired London edition (never played it? Lucky you).

There's nothing really to compete with this on PlayStation 2 right now and nothing planned for a while, so *GTA3* could have a free run when it gets released. We've got a feeling a lot of people will find the gory controversy too hard to resist, so let's just hope there's a little gameplay in there to reward those who actually want to get past that.

CVG RECKONS

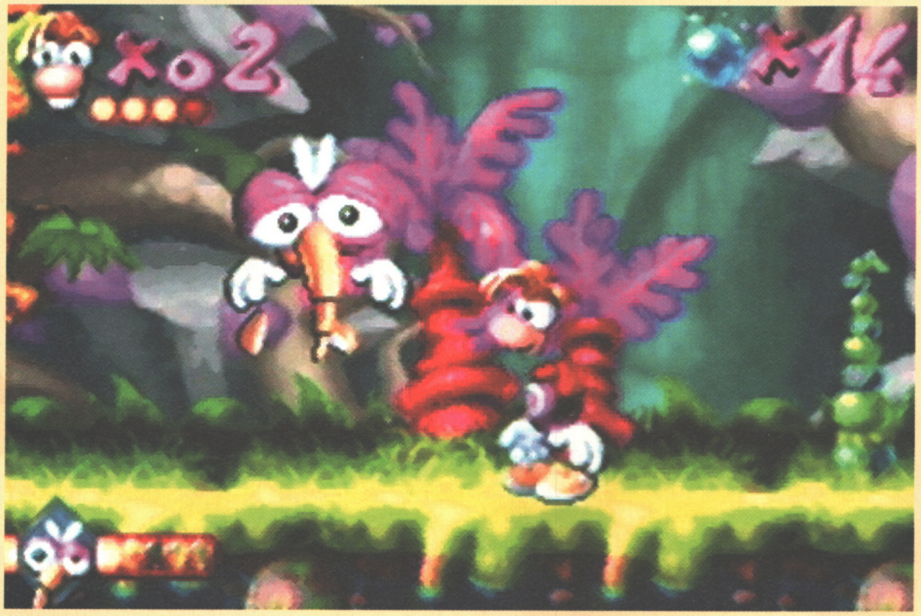
Can't be as uninspired as the last game, but we need to see more to be sure it's got the gameplay to match the inevitable controversy.

END

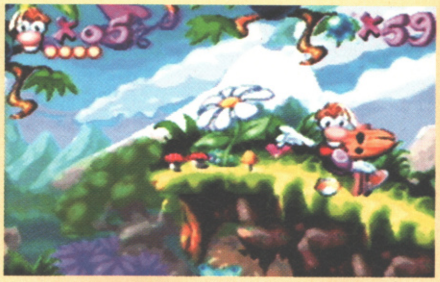
RAYMAN RULES. ACCEPT IT

WE RECKON RAYMAN IS AWESOME. AND NOW THE WORLD AGREES

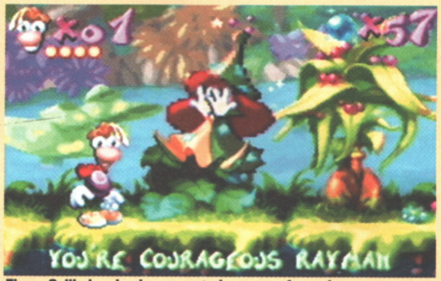
WORDS & SCREENSHOTS **LEE SKITTRELL**



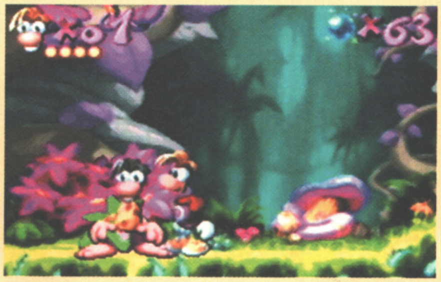
"Proboscis! It *is* you, it *is* you!" No *Rayman* game is complete without the buoyant big-nose. We call him Proboscis. No-one else does



If we said this was on PSone you'd think it looked pretty good



Those Gallic loonies have created a game of rare beauty



Meet Tarayzan. Born of Rayman, raised by Proboscis. Probably

RAYMAN ADVANCE

OUT **JUNE 22** FORMAT **GBA**

They tell us nearly nine million players have enjoyed the many pleasures of *Rayman* since the first game back in 1995. And that total is set to rise even higher when *Rayman Advance* hits the next-gen handheld. Because it looks absolutely awesome.

In fact, it's so good some of us here at CVG would rather play *Rayman Advance* than *Mario Advance* come UK GBA launch day – even though it means hiding our secret passion for fear of being pelted with rotten eggs by the rest of the team. Mario may be the daddy of the platform world, but Rayman's the golden child.

PLATFORM JOY

After the 3D fun of *Rayman 2* and *Revolution*, it's back to the star's 2D roots on GBA. *Rayman Advance* looks to have that all-important mix of instant appeal and lasting depth with its mass of secrets and extras to uncover. And that's not to mention what could be *the* most eye-busting visuals ever seen on a handheld.

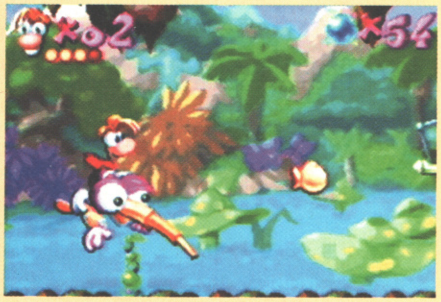
HE'S WELL-DRAWN

Rayman begins his game barren of skills and it's up to you to help him negotiate the devastatingly well-drawn levels, rescuing the imprisoned Electoons and learning those crazy moves you'll need to complete your adventure. It's standard *Rayman* fare, but that's fine with us, as with the fantastic visuals it feels far more enjoyable than previous 2D *Rayman* outings. And unlike *Mario Advance*, this is an all-new adventure for the limbless wonder.

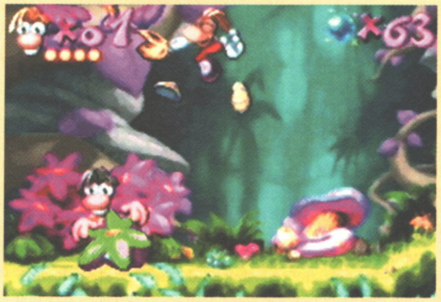
HAVE SOME VISION!

Mostly everyone will enjoy *Rayman Advance*, though only those prepared to play the game through properly – uncovering secrets and new areas, and replaying stages to rescue all of Rayman's imprisoned buddies – will appreciate its true quality.

The only thing critics may grumble about is the similarity to past games, but unless you've got a heart of stone, *Rayman Advance* will charm the pants off you.



Once tamed, the coltish Proboscis proves one hell of a ride

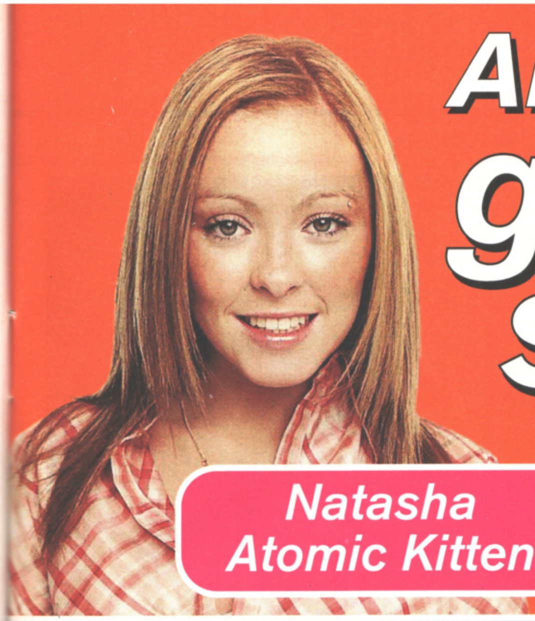


We can't agree which is better – this or *Mario Advance*

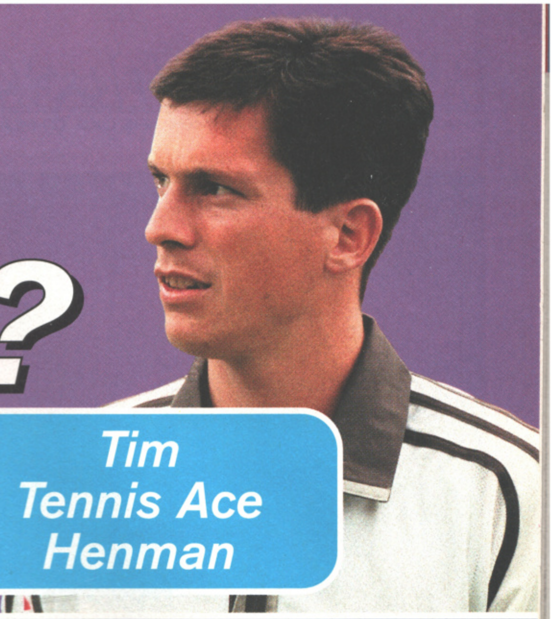
CVG RECKONS

More than one of us here say that Rayman Advance *is better than* Mario Advance, *and there'll definitely be room for both in your collection come June 22.*

END



Are you a good sport?



Natasha Atomic Kitten Vs. **Tim Tennis Ace Henman**

WE PUT EVERYONE'S FAVE FLAME-HAIRED POPSTREL AND THE COUNTRY'S TOP TENNIS PLAYER ON THE SPOT - BUT WHICH ONE WOULD YOU WANT ON YOUR TEAM? GET READY FOR SOME NAIL-BITING CHOICES!

1 If you lost a game, would you shake the other team's hands?

Natasha There's nothing worse than a sore loser acting like it's the end of the world. I'd shake hands even if I was gutted.

Tim Yes, of course, I would always shake hands.

2 If you could cheat without anyone finding out, would you do it?

Natasha It could be really tempting but I wouldn't do it (honest guv!) because I'd want to know that I'd achieved something with all my own efforts - fair and square.

Tim No, I am not into cheating and no one should ever be.

3 If you could pay £5 to be on the school team, would you do it?

Natasha They should be paying me to play on the team! Ha! Ha! Ha! Seriously though I'd just feel a fake if I had to pay my way onto a team.

Tim No I wouldn't as I like to earn my place and if I wasn't good enough to be on the team then I shouldn't be on the team.

4 If you saw someone being bullied, would you grass the bully up?

Natasha Without a doubt! I don't see that as grassing someone up - bullies are well out of order for making people's lives a misery. I would always do something about it.

Tim Definitely. It's better to make sure that kind of thing doesn't happen again than let it go on.

WE SAY **Sometimes the choices you make can be as important as the result! Fruit Shoot is a new way of drinking for a new way of thinking – but how differently do YOU think? You've heard their answers – who do you think wins game, set and match?!**

ROBINSONS
FRUIT SHOOT
WITH ADDED VITAMIN POWER
Orange and Peach
ROBINSONS
FRUIT SHOOT
WITH ADDED VITAMIN POWER
Blackcurrant and Apple

Fruit Shoot is a refreshing fruit drink from Robinsons, available in two fantastic flavours!

New Thinking – New Drinking.

"Alright, darlin', if I said you had a beautiful body, *Hic*, would you hold it against me? *Hic*. Get yer coat luv, you've pulled." Jo Brand was singularly unimpressed with Dante's drunken attempts to woo her

OOPS! I'LL RID IT AGAIN

2,000 YEARS SINCE THE LAST TIME, THAT PESKY SATAN NEEDS DISPOSING OF AGAIN

WORDS AND SCREENSHOTS **JOHNNY MINKLEY**

As he gazed soberly into the mirror, David Beckham rued the day he allowed his fashion-victim of a wife to become his stylist

DEVIL MAY CRY

OUT ***SUMMER 2001*** *FORMAT* ***PS2***

Two millennia ago the half-demon warrior, Sparda, raised his sword against the demonic world for the sake of mankind. His magnanimous efforts became the stuff of legend, a symbol of valour that gave the world peace of mind. But in the time since then, the creatures of darkness have been far from idle. In fact, having licked his wounds, Satan has returned with renewed vigour to raise hell and extinguish the human race once again.

Yet humanity won't be written off without protest. A new hero has emerged named Dante, a descendent of the mighty Sparda. Demon blood runs through Dante's blood also, and he is determined to oppose his brethren and defeat Satan once and for all.

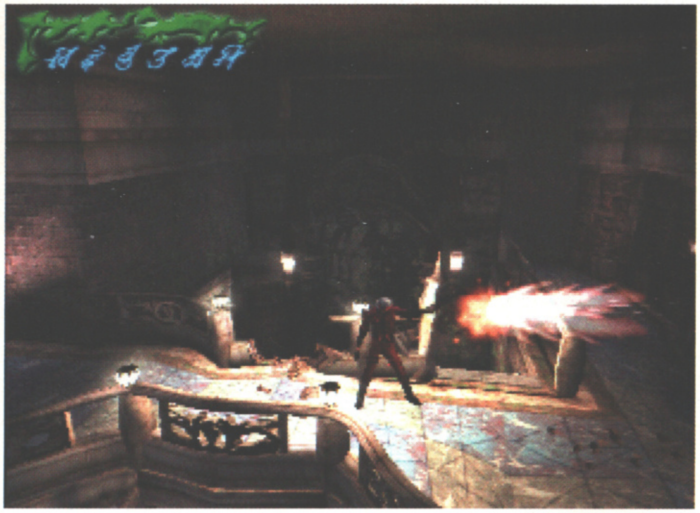
IN CONTROL

Devil May Cry is a stunning-looking, third-person adventure that provides a new twist on Capcom's *Resident Evil* series. Parting company with the initially confusing control system used in all the *RE* titles, (and the imminent *Onimusha*) *DMC* opts instead for a free-roaming method via the analogue stick. As far as we're concerned, this is a step in the right direction, as the *RE* control system has been bordering on the dated for a while now. Disposing with *RE*'s 'Up = Forward in the direction you're facing' system, *DMC*'s controls are wonderfully intuitive and a welcome change.

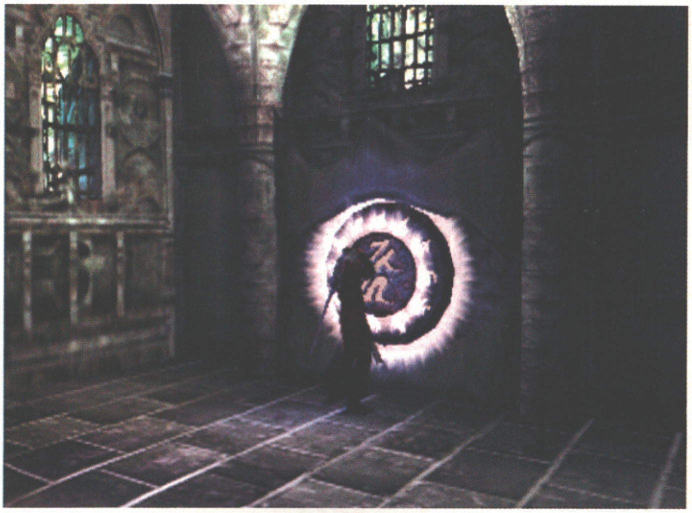
IF LOOKS COULD KILL

We've played through the one section demo which is given away with the Japanese version of *Code Veronica*, and if the rest of the game lives up to our first impressions, underwear-sullying is not out of the question. Visually, it's looking remarkable. The setting for the demo is an incredibly detailed gothic castle, and even Mr Magoo could see that an awful lot of care has been taken to create a suitably eerie backdrop to the action. Add to this some truly remarkable lighting effects, and you have a visual feast that'll have you drooling all over yourself like a loon.

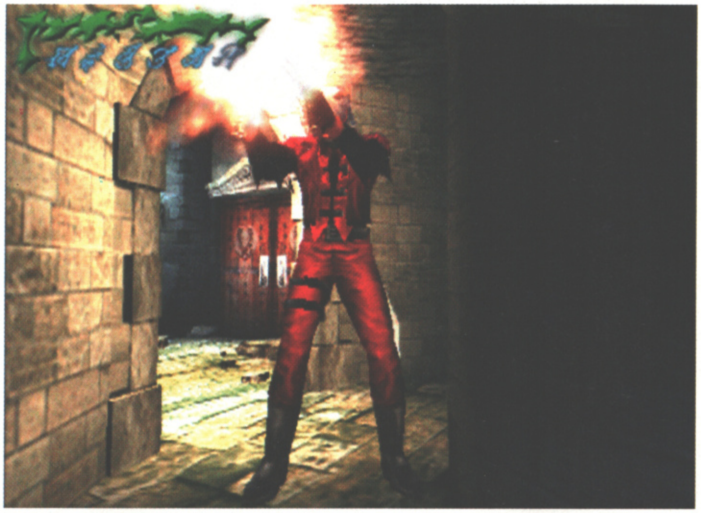
Fixed camera angles are employed in the tradition of Capcom's survival horror classics, but instead of the pre-rendered scenery we are used to, *DMC*'s locations are fully 3D. The way they unfold as you explore makes for a much more convincing experience,



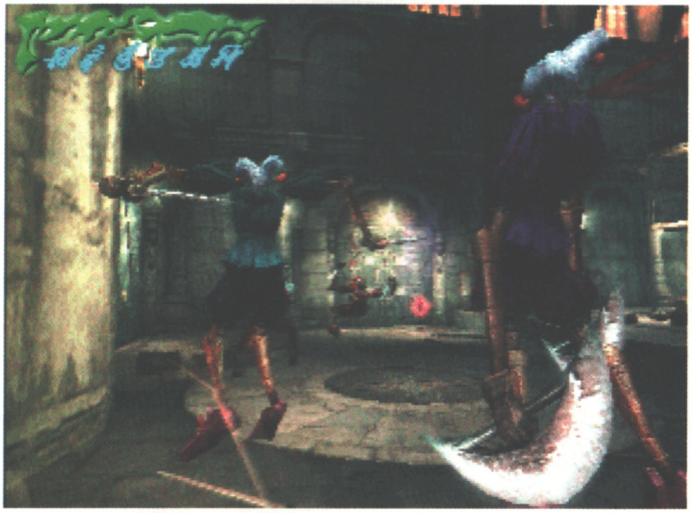
The lighting effects are genuinely remarkable and play a vital role in creating the right atmosphere



One of the demo's sporadic puzzles: hammer away at the symbol to access the next section



As with the *Resident Evil* series, *Devil May Cry* employs dramatic camera angles to furnish the game with a moody, cinematic feel. This does, alas, make for some confusing moments when angles change



One of the foes you will encounter initially is this spindly beast whose movements mimic those of a puppet on a string – one moment dangling lifelessly in the air, the next hacking you to pieces

giving you the feeling you're actually running around a castle rather than sliding over an oil painting.

A DEMON OF MANY TALENTS

Though it's a real looker, this is thinking man's crumpet, and from what we've seen there's plenty of depth to the gameplay. Dante is a very nimble chap, and running and jumping feels very intuitive, as does the extremely useful double-jump feature, allowing you to bounce from objects to reach places that would otherwise be unreachable. The standard weapon is a huge sword, and slashing through hordes of enemies is immensely satisfying. The demo also contains other weapons: a pair of handguns, and a shotgun that causes serious damage, featuring a cool one-handed reload.

EXERCISE YOUR DEMON

It would be wrong, of course, for Dante not to take advantage of his demonic side as well. Repeated baddie-bashing gradually fills the blue meter in the top left corner of the screen. When full, a quick tap of L1 engulfs Dante in a glowing mist. Leap into the air and press triangle, and he miraculously transforms into a winged demon, replete with Emperor Palpatine-stylee lightning bolts and a deadly flying attack.

There are occasional puzzles to solve, none of which look overly taxing, but they basically involve finding keys for doors, and using objects in the correct location. All going well, the rest of the game should have enough accursed conundrums to leave you scratching your head like a flea-ridden mongrel.

ANGLE WRANGLE

We've got high hopes for this, but there are a couple of niggles. Firstly, though the camera is deeply impressive in a dramatic sense, in practice it forces sudden and confusing changes of direction upon you. The other main problem we had was that it is extremely difficult to die. Despite legions of perpetually regenerating baddies, they're all dispatched with relative ease: hopefully this will be cranked up considerably for release day.

LOOKING GOOD

Developers finally seem to be getting to grips with PS2, and it seems that shoddy workmanship and second rate releases are becoming increasingly unacceptable. With *Devil May Cry*, Capcom has taken the essence of its *Resident Evil* series, bringing it bang up-to-date with the benefit of an all-new control system, a fantastic graphical style and an adventure that promises to be every bit as compelling as other titles from its distinguished stable.

CVG RECKONS

All the atmosphere of Res Evil, *with gameplay smoother than a baby demon's bum. You should be very excited about this.*

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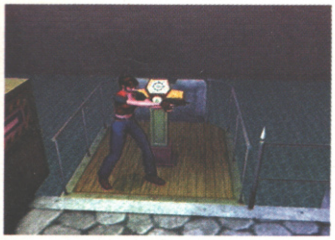


Claire Redfield finally makes her PS2 debut

It's basically the same as the DC game, though

These spooky twins play a part in the plot

The gore and carnage levels are as high as ever

SURVIVE THIS HORROR

EVIL TAKES UP A NEW RESIDENCY

WORDS & SCREENSHOTS **ALEX HUHTALA**

RESIDENT EVIL CODE: VERONICA X

OUT ***AUTUMN*** *FORMAT* ***PS2***

Claire Redfield is back. After spending the whole of *Resident Evil 2* searching Raccoon City for her brother Chris, she missed out on all those Nemesis-inspired shocks of the third installment. But in *Code: Veronica X*, she's back on her bro's tail and finds herself on an evil-infested island somewhere in Europe, with more horror than previously thought possible.

BETTER THE DEVIL YOU KNOW

If this all sounds familiar, that's because what we have here is the same game as the Dreamcast *Code: Veronica* with a few cosmetic extras thrown in. The main difference is the addition of ten minutes of footage revealing more information on a mysterious member of the S.T.A.R.S. team.

The action's set a few months after *Res Evil 2*, and though it was designed to fill in details of the story missing from the other games, many believe that with its real-time backgrounds, *Code: Veronica* on the DC was the definitive installment of the series.

EVIL VISION

Graphically it's on a par with the Dreamcast version, with the zombies and assorted mostrosities looking more sick and twisted than ever. Locations are stunning, and the jump-out-of-your-seat shocks are totally unexpected. It should all be enough to please PlayStation 2 *Res Evil* fans when it arrives later this year. Unless, of course you played it through on DC.

CVG RECKONS

It may look prettier, but it's as evil as ever.

END

THIS SILENCE ISN'T GOLDEN

IMPORT-HUNGRY PLAYERS BEWARE – THIS ISN'T THE *SILENT HILL* WE KNOW AND FEAR

WORDS **LEE SKITTRELL** SCREENSHOTS **KONAMI**

SILENT HILL PLAY NOVEL

OUT ***TBC*** *FORMAT* ***GBA***

Never let it be said that CVG doesn't provide an essential national service. Here's our public health warning: *Silent Hill* on GBA will prove unplayable for pretty much every import GBA owner in the UK - you'll be seriously wasting your cash if you make the mistake of buying this.

It's not that GBA *Silent Hill* is a bad game, it's just that unless your name is Yamamoto or you've spent the last ten years studying Japanese, you're not going to be able to play the game. And don't even think you can just muddle through. You can't.

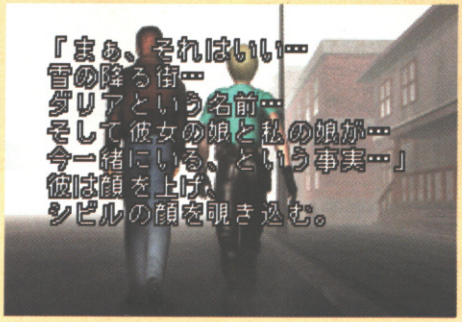
JANET AND JOHN

Silent Hill is a Play Novel, something not so popular over here in the UK. Can't think why. The game – and that's a very loose term – involves you reading through screen after screen of text, making a few choices here and there which change the outcome of the story. A handful of simple puzzles are thrown in, but essentially this is a book to read on your GBA. Popular over in Japan, pants down here.

STAIN-SPOTTING

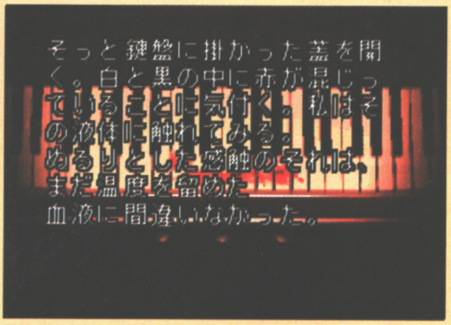
There's no doubting that *SHPN* is a classy looking title. Stunning FMV sequences lifted from the PlayStation game spice up the still screens and text, bringing a level of graphical excellence to a handheld that's almost too good to be true. Together with the eerie soundtrack that prickles the skin, it may show a glimpse of what the future holds for GBA owners.

But the only way anyone who doesn't speak Japanese will enjoy this is by spotting scenes and blood-stained locations they might remember from the PSone original. Please don't let the prospect of playing *SH* on your handheld blind you into buying the game, unless it gets an English language translation.



「まぁ、それはいい…
雪の降る街…
ダリアという名前…
そして彼女の娘と私の娘が…
今一緒にいる、という事実…」
彼は顔を上げ、
シビルの顔を覗き込む。

Unless deciphering Japanese characters is your bag, this sucks



そっと鍵盤に掛かった蓋を開
く。白と黒の中に赤が混じっ
ていることに気付く。私はそ
の液体に触れてみる。
ぬるりとした感触のそれは、
まだ温度を留めた
血液に間違いなかった。

The occasional puzzle is about as interactive as it gets

CVG RECKONS

We'd like to see how a UK version plays, but we don't reckon it'll happen. Come on Konami, surprise us.

END

COMMAND & COMPROMISE

AWOL *C&C* SHOOTER REPORTS IN

WORDS**PETER WALKER** SCREENSHOTS**WESTWOOD**

COMMAND & CONQUER RENEGADE

OUT ***LATE 2001*** *FORMAT* ***PC***

Westwood's *C&C* and *Red Alert* series have been kicking sand in rivals' eyes for several years now. Other (better) RTSs come and go, but the *C&C* and *RA* games still sell like stink with their solid (if predictable) gameplay and compelling RTS universes.

Frankly, you could stick the *C&C* logo on a trouser brownie, stamp it 'limited edition' and you'd still see huddles of hardcore fans in shops scratching their grizzled beards and seriously considering buying it.

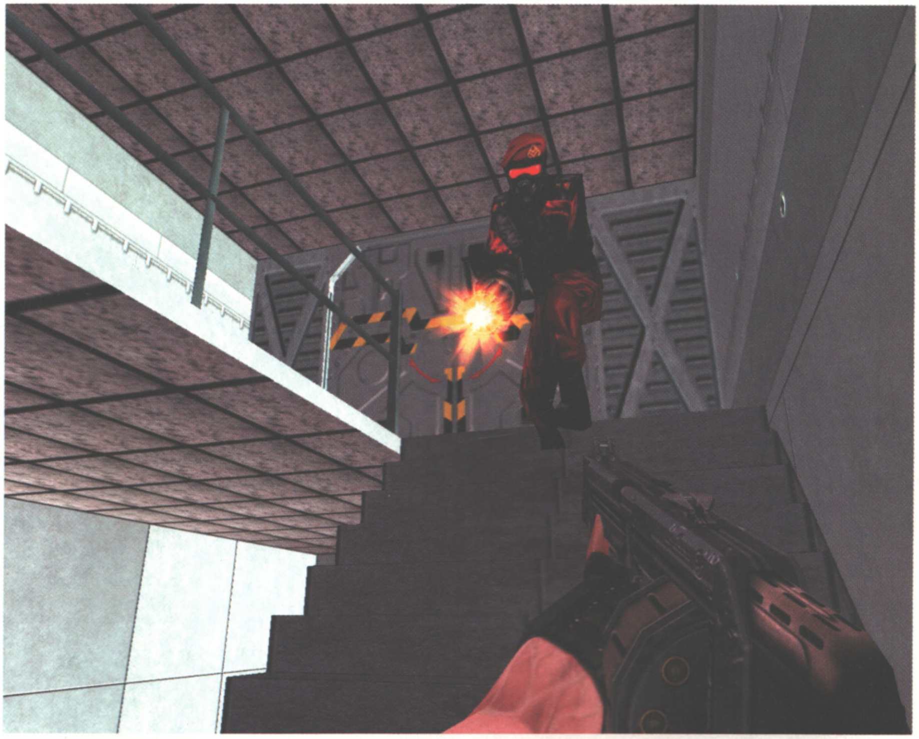
SOME TIME AFTER-SHOCK

So when a few years back Westwood unveiled plans for *Renegade* – a *C&C* first-person shooter where you play a wise-cracking, C4-toting Commando from the original game – the excitement measured about 6 on the PC games world Richter scale. When we saw it in 1999, it was early yet promising. But, given it's been in the making for four years, not much has been seen of it and we were beginning to wonder if *Renegade* was ever actually going to break cover.

VEENY, VEEDY, VEAKY?

One game engine overhaul later, and it finally has. Gone are plans to play as either GDI or NOD (there's just GDI and 11 missions). Gone are plans for smart-alek enemies who sneak up behind and slit your throat (apparently that's not 'fun'), and gone is the chance to fly *C&C* aircraft such as the Orca.

You *can* drive a bunch of ground and water-based vehicles but, from the level we've seen so far, it would seem to be only in third-person. How much multi-user control there'll be over vehicles will depend on technical, er, issues still being worked on.

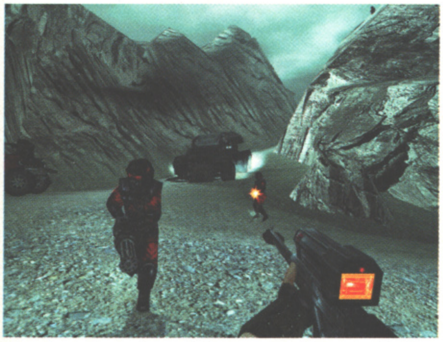


Westood still have plenty of work to do on enemy AI from the code we saw. At one point you take control of a crashed aircraft's gun turret and hordes of NOD soldiers line up to be mown down. "Human tank rush," said Westwood. "Just plain stupid," muttered CVG

HANDS OFF

There's still a fair bit to get excited about – loads of *C&C* weapons (personal Ion Cannon, anyone?), dynamic game environments with secondary goals and objectives that can affect how your mission plays out. You're just one small cog in the GDI assault wheel, so you can chose to ignore or help GDI grunts by blowing up NOD defences and going all gung-ho on your way to your primary goal, or you can choose the sneaky route as there are different paths through levels.

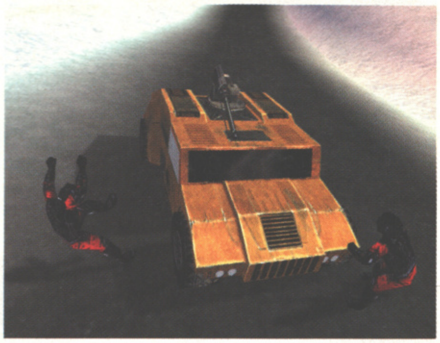
Take guards out silently and bases won't be on alert when you attack. Buildings show relative damage and can be destroyed from inside or out, and, just like in the RTS series, blowing up energy plants cuts power to the whole base, including those pesky Obelisks of Light. We like.



The sniper rifle also has audio for eavesdropping on guards. Nice

MMM...ULTIPLAY

But the most intriguing feature of all is *C&C* Mode, where you play as GDI or NOD and attempt to destroy the other team's base. While there's no real resource management as such, a steady flow of cash from Tiberium Harvesters allows you to upgrade units to different classes and buy vehicles.



Kane's grunts test NOD's new shock absorbant rubber codpieces

Destroyed buildings can't be replaced so you'll need to defend your factories and switch to engineer class to carry out repairs when they get damaged. This mode could prove to be the most exciting innovation *Renegade* has to offer.

Until we get preview code, it's simply too early to tell whether it's set to be an accomplished first-person shooter in its own right or more of a curiosity best saved for *C&C* fanatics.

CVG RECKONS

Maybe not as ambitious as first planned, but at least we'll finally get to play it.

END

BRING THE HOUSE

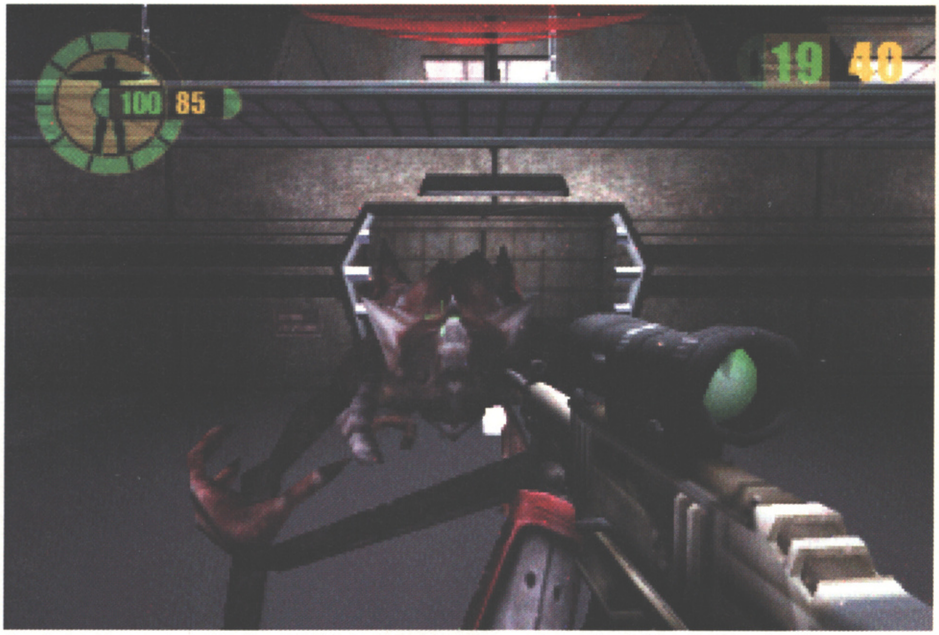
SMACK UP YOUR SURROUNDINGS IN THE PS2 SHOOTER THAT'S LITERALLY GROUNDBREAKING

RED FACTION

OUT ***JUNE 22*** *FORMAT* ***PS2***

In the mining tunnels that criss-cross the underbelly of Mars you have to be careful where you point your rocket launcher. Because in *Red Faction*, explosions don't just hurt people caught in their blasts, but the environments too. So when one of your stray missiles blows a hole in the wall allowing a passing patrol of bloodthirsty guards to jump you, don't say we didn't warn you.

They call it the Geo Mod system. Can't open the blast doors ahead? Blast your way through the rock either side instead. Caught in a cross-fire? Blast a crater into the tunnel wall and take cover there. Spotted a pair of guards with your infra-red behind a wall ahead? Plant a remote charge and bring it down on top of them. Gone are the days only a tell-tale crack in a wall meant you could blow your way through it.

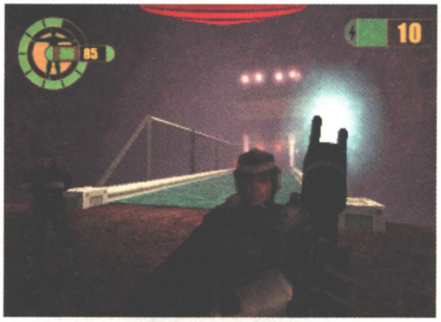


A mysterious plague and some less than friendly extra-terrestrial lifeforms make sure the plot doesn't start to slow down

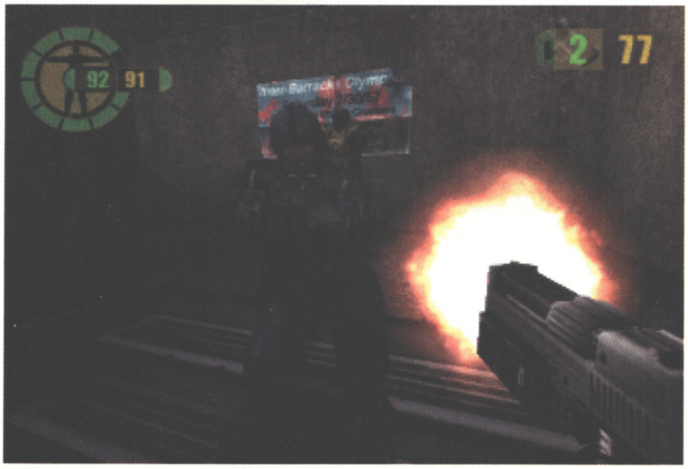
RECALL THIS ANYONE?

The plot will ring a few bells with Arnold Schwarzenegger fans. As Earth develops better and more efficient means of space travel, commercial enterprises on other planets in our solar system became viable. One such venture is the rapid expansion of mining on mineral-rich Mars under the control of the brutal Ultor corporation. Impoverished workers from Earth are lured out to the red planet with promises of wealth and fortune to send back to their families at home in a kind of futuristic Klondike gold rush.

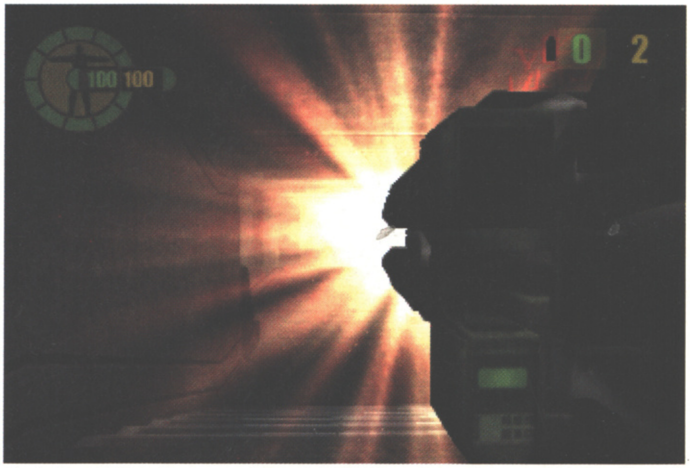
The reality is quite different, though. A tyrannical regime ungoverned by the laws of Earth, inhumane working conditions, low rates of pay – not unlike working for CVG really. Brutal guards hired by the company keep order with an iron hand and a lead 9mm round to the head of anyone who steps out of line – a a management method preached by our Pete, as it happens.



The game starts and all you've got to fight with is a riot stick



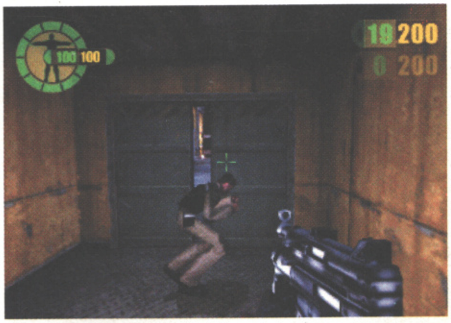
All the weapons have a secondary fire mode. This pistola can have a silencer fitted



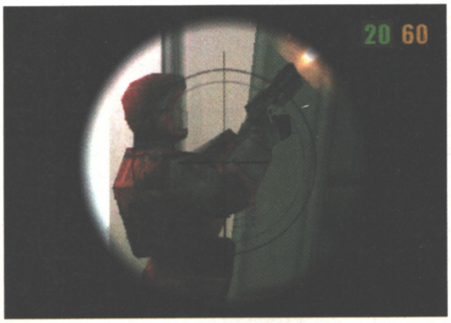
The fusion rocket launcher is a very big gun indeed. Get caught anywhere near one and you're dead

DOWN

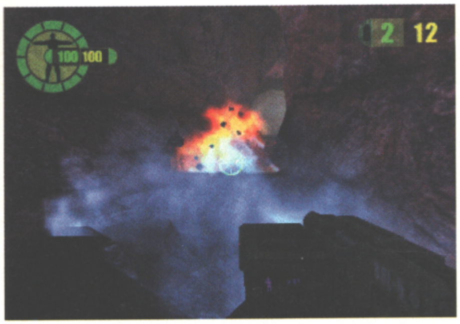
WORDS&SCREENSHOTS**STEVE O'DEAR**



Cowering civilians shriek like Mummy's boys when threatened



The guys in red are on your side. Don't shoot him, help him



Forget the spade work: dig tunnels with your rocket launcher

But in conditions like these, it's not long before someone gets the hump and tries to do something about it, and the game opens as an armed insurrection among the workforce breaks out with you, as Parker, bang in the middle of it.

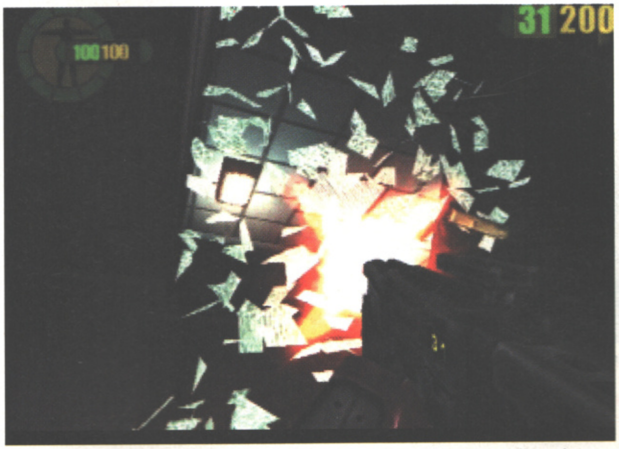
JOIN THE CREW

It's not just you versus the world. There are squads of Red Faction miners out there carrying the fight to Ultor too. Technicians, medical staff and other civilian personnel are also littered about the complex, and their screams of terror as you plough into a room with a damn big gun are hilarious.

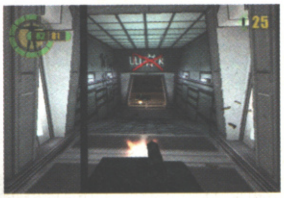
The first few levels are a matter of survival. You are caught in the middle of the rebellion. But pleas from a mysterious rebel leader named Eos can soon be heard patched through the mine's tannoy system. And before long you are contacted by a Ultor employee named Hendrix, claiming he wants to help you. He may not be a good guitarist, but you've no choice but to play along with him to link up with the leaders of the miners' revolt.

LIFE ON MARS

Though some of the animations aren't all that special and wouldn't look out of place on the N64 let alone PS2, the guards' behaviour can be a joy to behold. You surprise a group of troops and immediately open fire. Some of them return fire, shouting arrogant taunts at you. Others think of themselves first and break for cover, calling for backup. And funniest of all, other more lilly-livered types scream like girls as they gallop off in the opposite direction. You can practically smell the urine.



It's not just the wall smashing that's fun. The breaking glass effects are really cool too



Enemy gun emplacements can be captured and turned back on them

Machine gun. Point blank. Oh dear

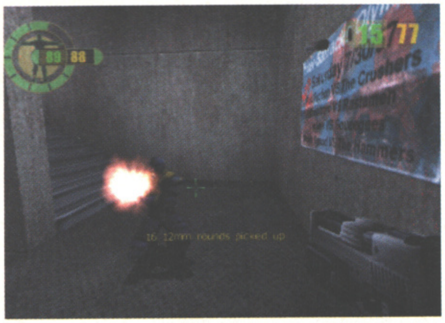
MARTIAN TRANSPORT SYSTEM

The thought of piloting a submarine on Mars may seem a little bizarre at first, but explore the place a little and you'll discover there are huge flooded caverns under the surface, where the only practical form of transport is a futuristic U-boat. The good news gameplay-wise is these subs come equipped with torpedoes. Better than U-571 any day. And it doesn't stop there. Armoured personnel carriers, huge drilling platforms and tactical fighter craft – all can be commandeered in your quest.

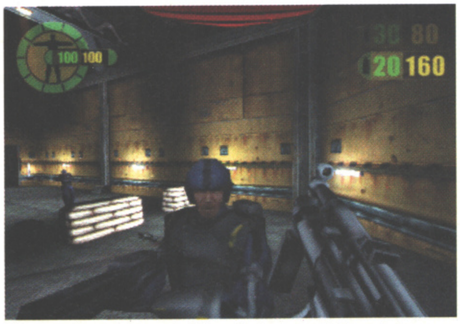
POSSIBLE PITFALLS

Well, in the code we've played, there were a few visual issues to be sorted out. We need to see better animation in the character models and there is more than a little jerkiness as you run around the place. We're promised this will be smoothed out for the final product. On top of this, the cutscenes are rough, the settings have the potential to become a little repetitive, and occasionally the guards' AI is a little suspect.

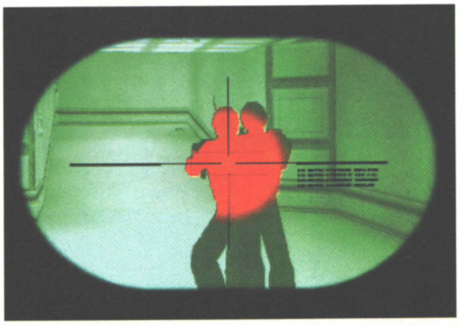
If these faults are made good, we're onto a winner as there's a whole multiplayer mode in there too. The Geo Mod engine is the way forward with first-person shooters and whether or not this is a success, it won't be long before this level of explosive interactivity with the environment in FPSs is as common as secondary fire modes and zoom functions.



Ammo can be scarce so taking guards down quickly is essential



The way the guards react differently is classy. This guy's brave



A bit of infra red never goes amiss. One round should do both

CVG RECKONS

If they get it right, this could be the PS2's GoldenEye.

END

HEROES OF MIGHT & MAGIC: QUEST FOR THE DRAGONBANE STAFF

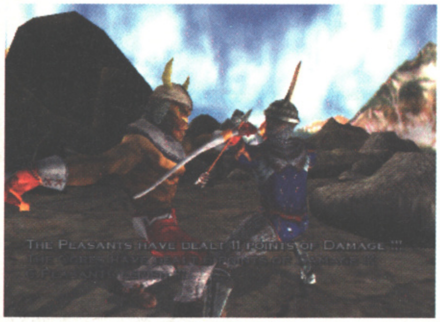
OUT **MAY** FORMAT **PS2**

***Heroes of Might & Magic* is a venerable name in PC gaming. The long-running RPG series is regarded as one of the finest examples of the genre and boasts legions of rabid devotees.**

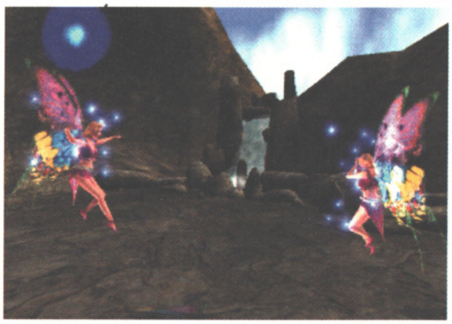
But with the sheer amount of exploration in there, this first PS2 outing looks like being more about hiking than fighting.

KNIGHTS OF YAWN

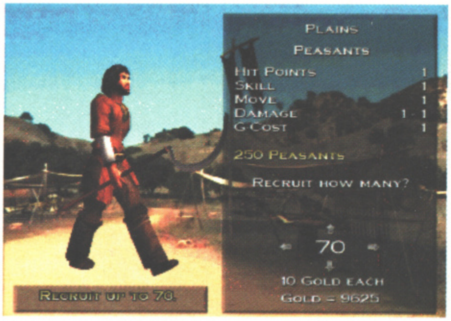
You play as a Knight, Sorceress, Paladin or Barbarian. You then hire soldiers, assorted peasantry and monsters to accompany you on your epic quest to save the life of King Argus III. Get ready for the usual random encounters with various Orcs and Sprites as well as stopping at towns, where you can take out contracts to apprehend wayward villains in return for bounty.



The combat scenes look pretty darn good and look like being the best part of the game. Not that there's much competition



Aah. Pretty sparkly fairy sprite things. Kill them



Recruit peasants into your private army... just because you can

AIMLESS WANDERINGS

A PS2 SOLE-FRAYING GAME

WORDS & SCREENSHOTS **MAURA SUTTON**

SHOW ME THE GAMEPLAY

The turn-based battle sequences in *Quest for Dragonbane* are actually pretty impressive looking. It's a shame that at present there just doesn't seem to be any real depth of gameplay to support the eye-candy.

From what we've played, there's too much time spent wandering around the World Map, and when you do reach a town or cave you get a static screen or a battle and don't even get to explore or see inside. Most of the in-depth strategic intricacies of the PC games have been pared down to the bone, resulting in a more basic and – some might say – much less satisfying experience.

CVG RECKONS

Nice visuals but gameplay looks worryingly like it could have all the allure of a raining countryside ramble.

END

CONFLICT ZONE

OUT **JUNE** FORMAT **PC**

The Balkans and Gulf conflicts saw the introduction of the TV war. Surgical strikes with smart bombs all under the gaze of 24-hour media coverage. The modern military commander has to be diplomat, TV presenter and social worker as well as soldier. *Conflict Zone* attempts to involve all these diverse aspects of 21st Century combat in a high-tech RTS arena.

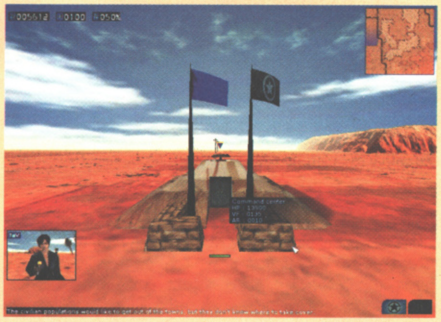
WAR OF WORDS

Conflict Zone is divided into Campaign and Multiplayer missions. We've only seen the lengthy training level of the Campaign section so far, but we've had a good root around in the multiplayer maps. You get to play as either the ICP (a thinly disguised NATO) or GHOST, a shadowy terrorist army. The principles of Campaign and Multiplayer are the same. As well as waging war against your opponent, you have to learn how to skilfully influence the media to earn Popularity Points. ICP must strive to keep on the good side of the media by rescuing refugees and generally appearing like cuddly bunnies, while GHOST film their own pirate footage and try to twist public opinion.

KILLING FIELDS

Another cool idea is the use of commanders. You can deploy up to four commanders and instruct them to run the whole show while you sit back and enjoy. There's also plenty of base management to get involved in. You have to set up and expand your bases, creating barracks, refugee centres and hospitals.

The actual battling is jaw-droppingly intense. The AI is exceptional. Your troops have minds of their own and will seek out the enemy with dogged determination. The flash camera work allows you to zoom in and out at will, or even choose a top down *Command & Conquer* old-school viewpoint.

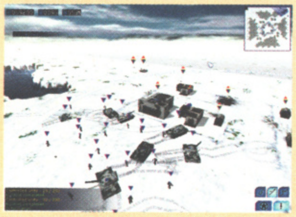


Use all your charms to keep those media hounds happy buzzing around the battlefield like the vultures we, er, *they* are

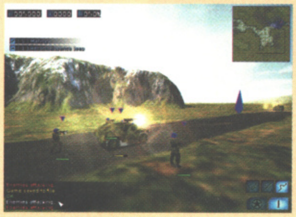
TECHNICAL ECSTACY

A THOROUGHLY MODERN WAR GAME

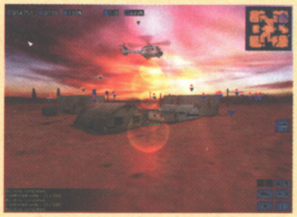
WORDS & SCREENSHOTS
MAURA SUTTON



A well guarded ICP stronghold



Zoom in to watch the butt kicking

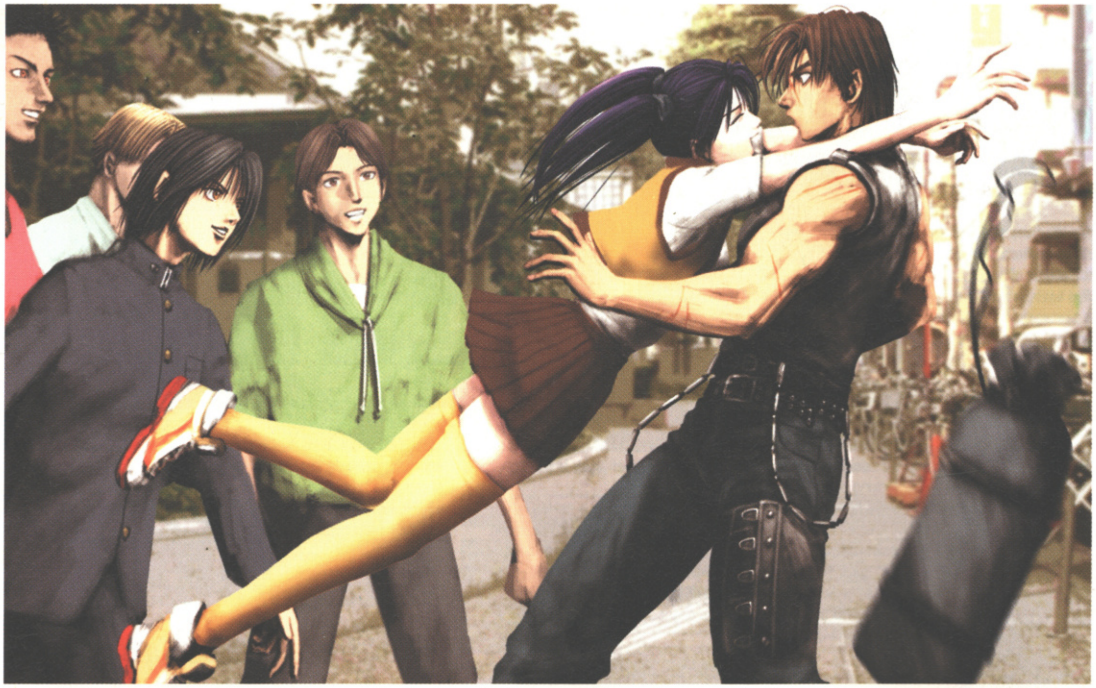


Some pretty gorgeous lighting effects eh?

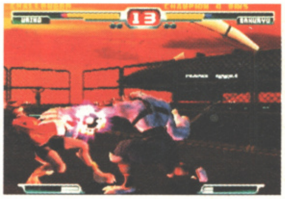
CVG RECKONS

Slicker than slick but we'd like to see more of the Campaign mode before frothing at the mouth too much.

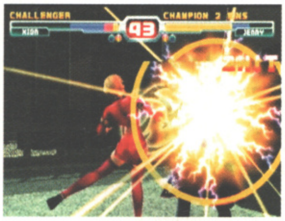
END



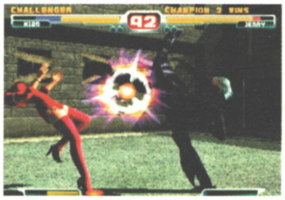
"To say that Sue was an easy pull was not exactly overstepping the mark." As you expect from a Japanese fighter, the characters are rather bizarre



Old school fist fest. Bash those buttons!



Now that, as they say, has to hurt



One sniff of Jerry's crotch was enough

DON'T BELIEVE THE HYPE

THEY PROMISED IT WOULD SET NEW STANDARDS. THEY LIED

WORDS & SCREENSHOTS **LES ELLIS**

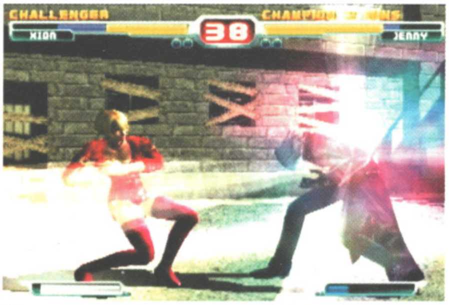
BLOODY ROAR 3

OUT **JUNE** *FORMAT* **PS2**

Hmmm, we think Virgin may have been playing different games to the rest of us over the last few years. According to them the *Bloody Roar* series has "set new standards in the beat 'em up genre", and that this new one will be "the definitive fighting game on PS2". Couple of words for you fellas – 'dream' and 'on'. Sure it's kooky, sure it's different, but we think *Tekken Tag* and *Dead or Alive 2* might have something to say first.

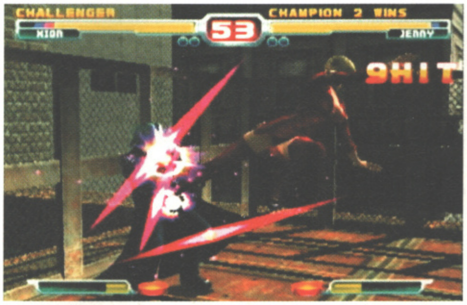
BESTIALITY

Bloody Roar is a gimmick-laden beat 'em up . Being able to change into animals to do new moves is a cool feature, but when it's one of the main pulls of the game you know they could be in trouble. You could have six-legged aliens from the planet Zarg and it wouldn't mean Jack unless the combat system is spot on.

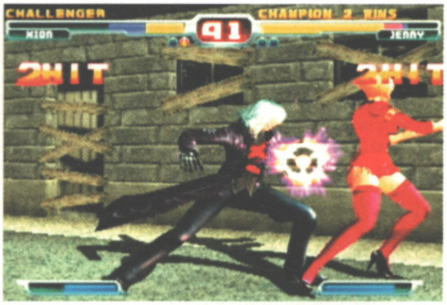


The special effects may look great, but the gameplay falls short

Which it is not. In fact, bashing buttons rather than using proper combos and a more exact strategy can win you any bout, something sure to annoy fighting game experts.



Combos build up the Beast Gauge letting you turn into an animal



Attacking from behind is a perfectly legal tactic. So we did it

STOLEN IDEAS

The graphics are certainly flash enough to make you think your £300 investment in a PS2 hasn't been wasted, because each bout is filled with dazzling special effects and gruesome special moves.

There are also some cool gameplay ideas crammed in too, some nabbed directly from *Dead or Alive 2* like the multi-level arenas you fight in. Expect a fair splattering of blood too, when you pull off an impressive special moves. Anyone who likes the colour red will get wet over this.

PHWOAAAR OR RAW

The version we played was pretty much finished, with just a few translation issues remaining. The word 'bloody' seems very apt. As in "bloody hell, why did I buy this" rather than "bloody hell, this is the definitive fighting game for PS2". A shame, really, because we thought shallow button bashing fighting games were a thing of the past.

CVG RECKONS

Only a major gameplay overhaul can save this.

MMM...SPACE DONUTS

SIM CITY WITH TENTACLES AND GREEN SLIME

WORDS&SCREENSHOTS**MAURA SUTTON**

STARTOPIA

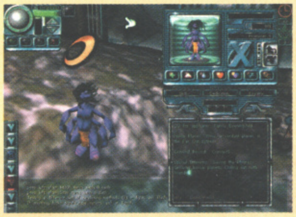
*OUT***JUNE** *FORMAT***PC**

Attention megalomaniacs. Bored with controlling the lives of tiny little Sim people in their dinky theme parks, cities and hospitals? Looking for a bigger challenge? Well how does the idea of controlling the whole damn universe grab you?

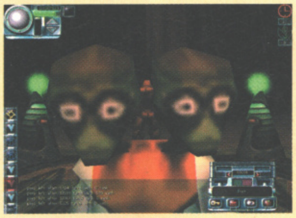
OUT OF THIS WORLD

It's been a good year since CVG first played early code and frankly we were beginning to wonder what had happened to this sim. But we've finally got our hands on a nearly complete version, and we can see developer Mucky Foot has been busy – *Startopia* is now looking pretty slick.

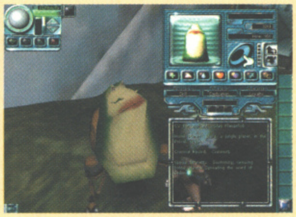
Here's how it works: your sphere of influence is a series of donut-shaped space stations, with gameplay divided into scenario type missions. You're presented with a number of bizarre tasks to fulfill, such as building a den of pleasure for visiting space hedonists, growing a certain type of crop on your Bio-deck and selling it off to the local space merchant.



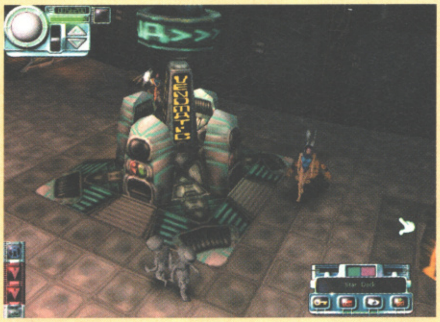
We love this race of tripped-out purple hippy farmer folk



You get to zoom right up close to the action. Maybe just a bit *too* close



Would you hire this useless blob of green slime? Be honest now



Don't aliens know convenience food is bad for you?

LOVING THE ALIEN

All the usual aspects of sim management games are featured, though appearing in a futuristic guise. Your station runs on the positive energy of your interstellar guests rather than money, so it's up to you to keep the locals happy if you want to progress.

The different alien races that visit your world are loads of fun and you really get a sense of their personalities from their mad-arsed CVs. You also get to practice your trading, hiring 'n' firing and space gardening skills, as well as indulging in the odd skirmish with rival space barons.

CVG RECKONS

Startopia *is chock full of attitude and humour. Worth keeping an eye or four on.* END

ROSWELL CONSPIRACIES

*OUT***JUNE** *FORMAT***PSONE**

Forget the dated visuals – *Roswell Conspiracies* looks like it'll be a cracking little action game, and perfect fodder for younger players and fans of the show. Get stuck into this alien-trouncing adventure with the Mulder and Scully of the cartoon world, Nick Logan and crazily-named Sh'lainn Blaze. He's got the guns, and she's got the brains to get you through the massive levels that await.

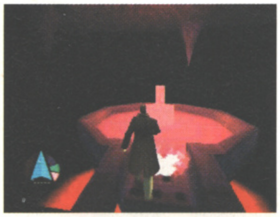
THE BORROWERS RETURN

Okay, so it's not all that original and it looks a touch raggedy, but beneath the limitations of the aging PSone hardware is a solid action adventure for a younger audience, with bits borrowed from all the great action games of recent years hidden inside.

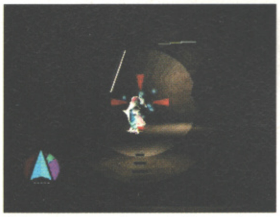
The inventory is like *Syphon Filter*'s only more colourful and less fiddly, and objects can be combined to solve puzzles *Resi*-style. Ledges are there to be shimmied along in true Lara Croft fashion and the souls of knocked-out enemies can be sucked, *Soul Reaver* stylee. It's familiar ground, but no less great because of it.

SECRET THRILLS

Roswell Conspiracies will most likely turn out to be one of those games aimed at early teens that older players secretly enjoy. You won't score any cool points for being seen playing it, but it's highly likely you will have a pretty mint time.

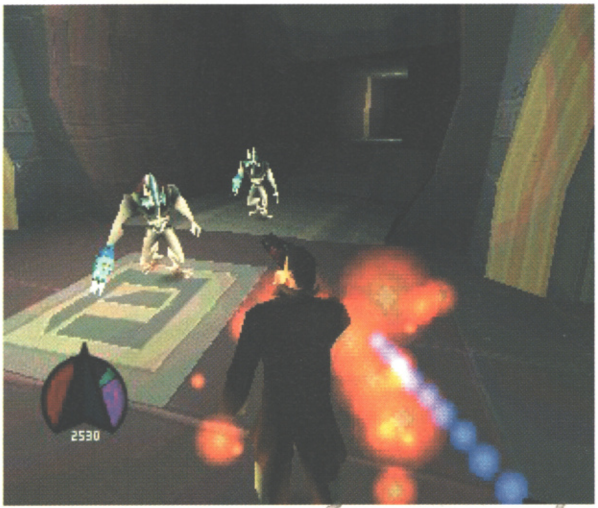


This crazy hub-like area could be home to a simple puzzle... or a vicious alien



Sniper scopes rock – make it a headshot

Climb your way to freedom, Mr big ass



It looks a bit old fashioned but the blasting and puzzling action is as solid as you can ask for. Destroying the mythical monsters and alien invaders looks like it'll be a blast

ROSWELL, HI!

SHAPING UP TO BE MUCH MORE THAN JUST 'X-FILES FOR KIDS'

WORDS**LEE SKITTRELL** SCREENSHOTS**UBISOFT**

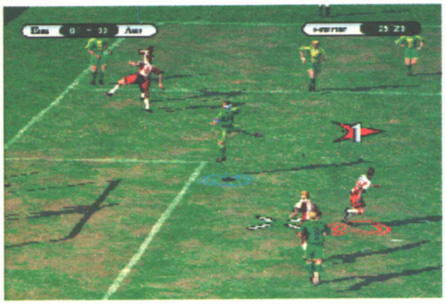
CVG RECKONS

Perhaps limited appeal for grizzled older gamers, but a lorra fun for young 'uns. END

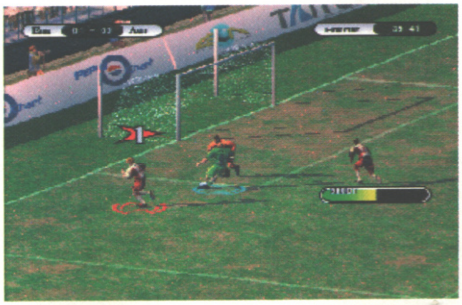
TAKING THE ISS

WITH BRADFORD'S BACK FOUR AND A PAIR OF INEPT STRIKERS, WHAT ARE THE CHANCES OF THIS SCORING?

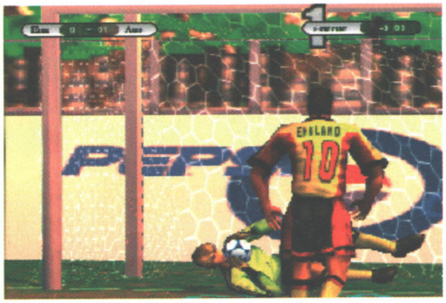
WORDS & SCREENSHOTS **LES ELLIS**



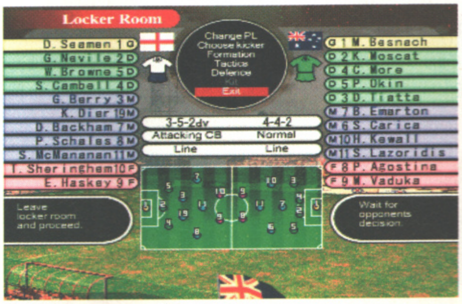
My God there are people on the pitch! Oh, it's the players



Just like the old days, keepers are either amazing, or rubbish



The close-ups look good, but it ain't ISS is it?



D. Seamen 1 G	Change PL Choose kicker Formation Tactics Defence Kit Exit	G 1 M. Basnach
G. Nevile 2 D		D 2 K. Moscat
W. Browne 5 D		D 4 C. More
S. Cambell 4 D		D 5 P. Okin
G. Berry 3 M		D 3 D. Tiatta
K. Dier 19 M		M 7 B. Emarton
D. Backham 7 M	3-5-2dv 4-4-2	M 6 S. Carica
P. Schales 8 M	Attacking CB Normal	M 10 H. Kewall
S. McMananan 11 M	Line Line	M 11 S. Lazoridis
T. Sheringham 10 F		F 8 P. Agostina
E. Haskey 9 F		F 9 M. Vaduka

Leave locker room and proceed.

Wait for opponents decision.

Dodgy player names to avoid paying license fees – nice one

INTERNATIONAL LEAGUE SOCCER

OUT **TBC** *FORMAT* **PS2**

Alright, so the ISS that's already out on PS2 isn't great, we all know that. But we do know that *Winning Eleven 5* (*Evolution 2*) is on the way to give ISS the kind of lead over the opposition regularly enjoyed by Man Utd at the top of the Premiership. But still the contenders to the crown emerge – this time in the Taito developed ILS, published in the UK by newcomers Eon.

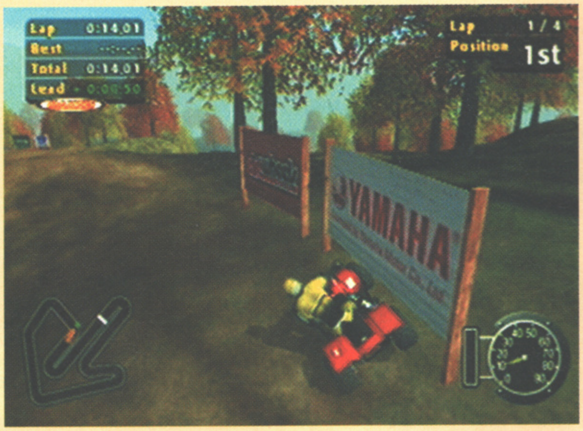
GOING DOWN GOING DOWN

And just like all newcomers to the big league, *ILS* will suffer the indignity of being written off in its first season. With its total lack of finesse and over reliance on arcade-style flashiness rather than realistic it's never going to win over a lot of fans. The constantly changing camera angles, while supposedly TV-like just prove annoying, as does the lack of player AI. As this is pretty much finished code, major changes are unlikely. The signs aren't good, but wait until next issue for the full run down.

CVG RECKONS

This doesn't look like having what it takes to compete against the best games in the league.

END



This is extreme racing – you'll do well to spend as much time on your bike as on it

Other riders won't hesitate to knock you off if you get in the way

A big series of jumps – make sure your landings are good

A good start puts you in the right place for the first jump or corner

FEEL THE FURY

THE CLOSEST THING TO *MARIO KART* ON PS2

WORDS & SCREENSHOTS **LES ELLIS**

ATV OFF ROAD FURY

OUT **TBC** *FORMAT* **PS2**

Fast becoming one of the most popular forms of motor sport, Quad ATV racing is messy, full of hair-raising crashes and allows for some heart stopping stunts – pretty much everything we want to see in our races. Plus you don't have to be a millionaire to have a go, especially now Sony is bringing it to its next-gen console. So if you want to know what all the fuss is about, the closest thing PS2 is going to get to the heady madness of *Mario Kart* could be just the game for you.

4 WHEEL CHAOS

You'll get to race through 20 different environments, taking whatever route gets you to the finish faster – be it on road or over rough terrain. There are plenty of chances to show off tricks and stunts on the way, but you have to be good not to come off.

It gets even more hectic in four-player as knocking each other off is par for the course and makes things like a deathmatch on four wheels at times. Quad bikes may lack the glamour and household names of F1 but Sony may well have a sleeper hit on its hands when it finally get around to releasing this.

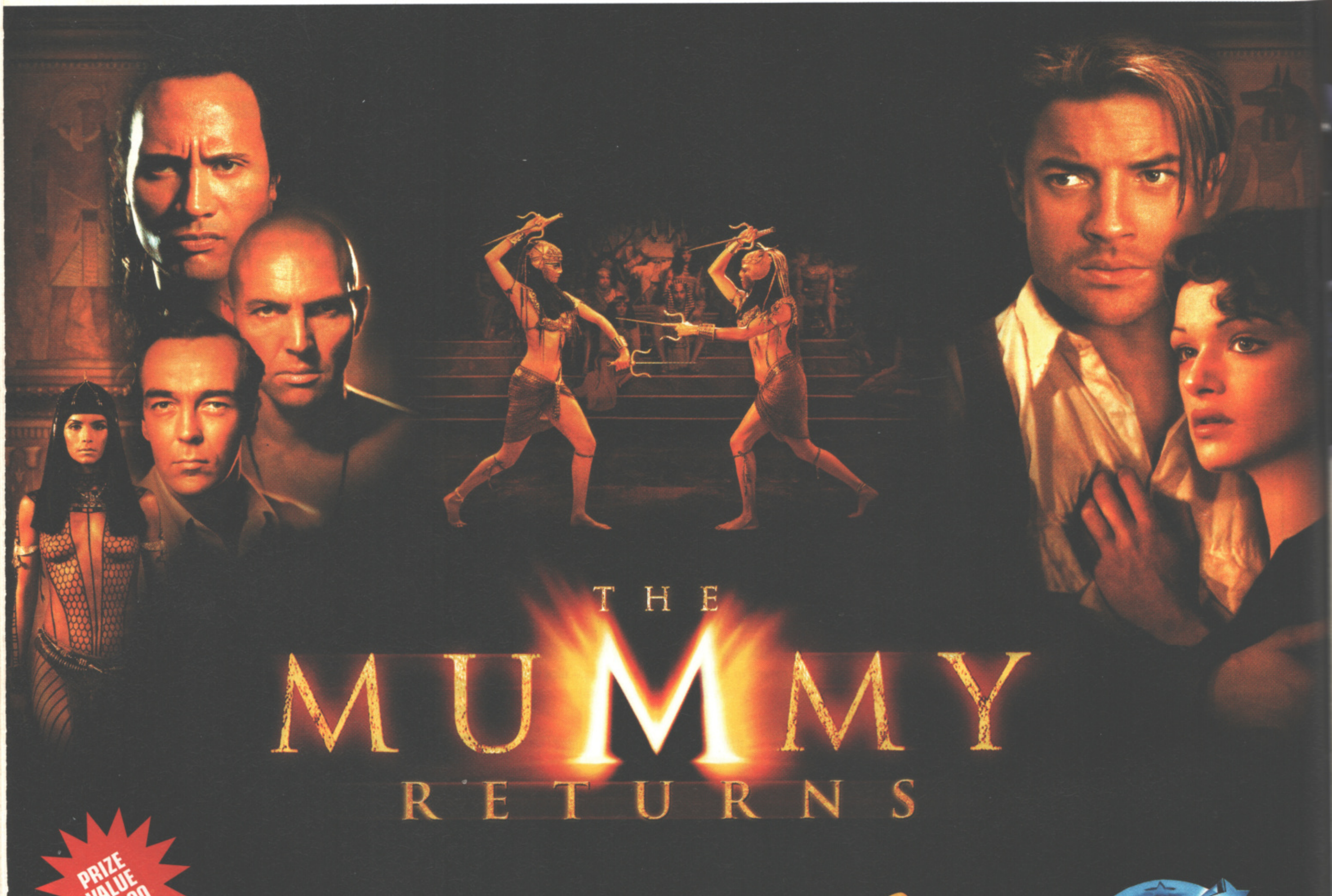
CVG RECKONS

It's mental as well as great fun, especially in four-player. It's about time racing games got less serious.

END

WIN THIS LOT NOW!

THE BEST COMPETITIONS ARE ALWAYS IN CVG



PRIZE VALUE £1,300

MEGA MUMMY RETURNS GIVEAWAY!

To celebrate the release of The Mummy Returns, the sequel to 1999's Summer blockbuster, CVG brings you this awesome competition in association with UIP/Universal Pictures and Havas. The Mummy Returns again boasts the talents of Brendan Fraser as adventurer Rick O'Connell, and also features performances from Rachel Weisz, John Hannah, Arnold Vosloo, and WWF's The Rock.

The Mummy Returns sees the intrepid explorers once again facing the fearsome might of the resurrected Imhotep, and a new, more powerful being of evil, the Scorpion King. The O'Connells find themselves on a desperate race to save the world from unspeakable evil before it's too late. The Mummy Returns goes on nationwide release in the UK on May 18th.

STAR PRIZE

One lucky reader will win a VIP Family trip to London, (for 2 adults and 2 children up to the age of 15,) with a meal at Planet Hollywood and tickets to see The Mummy Returns, plus some cool official stickers, tattoos and a T-shirt. Not only that, but they'll also get a Game Boy Color and a copy of the game, all courtesy of UIP/Universal Pictures and Havas. The prize includes return travel by rail and overnight accommodation in a London hotel.

2ND PRIZE

If you aren't fortunate enough to win the Star Prize, fear not, as two lucky people will each win a Game Boy Color and The Mummy Returns game, a pair of tickets to see the awesome movie, and a goodie bag featuring a T-shirt, stickers and tattoos.

3RD PRIZE

A further three winners will each receive a pair of cinema tickets and a goodie bag. How cool is that?

alphaville

united international pictures

UNIVERSAL

PLANET HOLLYWOOD

GAME BOY COLOR
Nintendo

MUMMY RETURNS
GAME BOY COLOR
Nintendo
UNIVERSAL
ONLY FOR GAME BOY COLOR

© 2001 Universal Studios

This could be the only compo you ever need to enter. Every month we give you the chance to win the coolest, funkiest, most splendid products you'd otherwise have to fork out for. It's dead easy to enter – just fill out the coupon with your name and address and we'll make a different draw for each prize. What could be simpler? Get entering, now!

1 TO WIN

LEGO STUDIOS

LEGO **£125**

If you thought Lego was for kids, think again. This remarkable kit runs through your PC and allows you to create your own stunning films. If you're at all into movie-making, you need this. A range of figures and settings is included

3 TO WIN

SET OF 3 GBC GAMES

TDK **£75**

We've got three sets of these cool GBC games to give away: *Extreme Sports*, *Elevator Action*, and the awesome *Rainbow Islands*, that gets a fat Five Star award in our review on page 107

5 TO WIN

BALDUR'S GATE 2 COLLECTOR'S EDITION

INTERPLAY **£31.99**

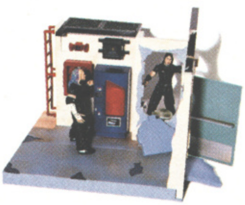
This limited edition set of the PC classic features a copy of the game plus collectible trading cards, a T-shirt, soundtrack CD, poster and postcards

3 TO WIN

PANZER FRONT SET

JVC **£50**

Check out this cool, limited edition Panzer Front Box Set, which includes the game, a war movie, a space pen and a sticker. You'll never see these availabel in shops



3 TO WIN

WWF BACKSTAGE MAYHEM

STORM **£40**

More WWF madness. This set features a functioning drinks dispenser and a toilet with an hilarious flushing effect – perfect for stickling the Rock's head down. Figures not included

WINNERS UPDATE – ISSUE 233

DIGIMON DIGIPACK

Dave Moody, Edinburgh; Khue Vang, Kirkland, WA, USA; B O'Hart, Notts.; Anna Ta, London; Dean Gough, Stevenage; Amy Swanwick, Leicester; C. Sirur, Barnet; Peter O'Donnel, Northants; Georgia Hoyle, Fulham; Astrid Berglund, London

THE DUNGEONS

1st Prize - Graeme Robertson, Dunbartonshire;
2nd Prize - Sanu, NN5; Darren Wellsted, West Sussex; Lisa Warnock, Co. Down; Mary Mooney, Belfast; Ian Marshall, Gloucs; Levi Brand, Norfolk; Sean Daly, Co Cork; Andrew Allen, Mid.Glam; Corey Miller, Belfast; Thomas Cooper, Essex; Darren Manning, E. Sussex; C. Gray, Staines; C. Coomber, Horley; Jack Miskelly, Ealing; Jon Crocker, Vale of Glam; David Blackbourn, Hampshire; Trevor Cobbe, Leicester; Richard Lilley, Nottingham; David Maguire, Essex; Ben Griffiths, Manchester; Ernie Dobson, Tyne and Wear; Andrew Osborn, Cambs.; Anne Postill, Tyne and Wear; Wesley Clarke, Flintshire; Matthew Burke, Vale of Glam; Susan Lloyd, Co Durham; Paul Kemp, Cardiff; Mike Essex, Bristol; Daniel Edwardson, Cheshire; Jake Stevens, London; Dave Moody, Edinburgh.

LEGEND OF DRAGOON TOYS

Malcolm Harris, Corby

SMACKDOWN! REAL SOUNDS ARENA

Daniel Ashmore, Stockport

FLOORSTATION

James Mason, East Sussex

MODENA 360 RACE WHEELS

(PC) Michael Knight, Surrey; (PS) Ross Tobia, Dorset; (DC) Maria Arthurs, Co.Durham; (PS2) Iain Marston, Kent

GAME BOY ACCESSORIES

Gary Adams, Wilts; Karen Majors, Bucks; A. Barley, London

GO ON – WIN IT!

It couldn't be easier to enter. Fill in this coupon and send to: Win This Lot Now 235, Computer and Video Games, 30 Cleveland St, London, W1P 5FF. First correct answers out of the hat for each prize win. Entries close June 14th.

NAME: . . . . **AGE:** . . . .

ADDRESS: . . . .

. . . .

EMAIL ADDRESS: . . . .

Dennis Publishing Ltd may contact you about other offers, or pass your name address or email to other reputable companies whose products and services may be of interest to you. Please tick this box if you do not wish to receive such offers ☐

PIRATEMON

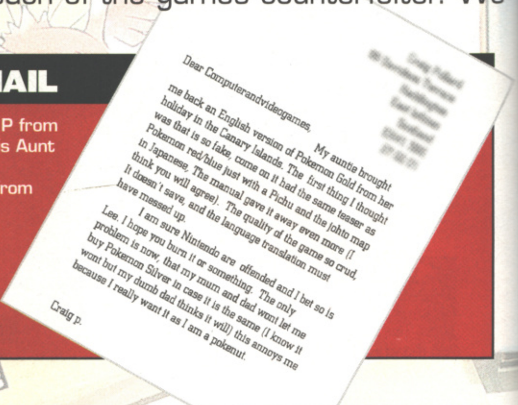
Not even the mighty Pikachu and pals have escaped the broad reach of the games counterfeiter. We

They say it's better to give than to receive, and as long as we're the ones receiving we totally agree. We love it when people give us stuff. We love it even better when we're being given videogames to play. And, while some folk still want to see Pika and Co put through a mincer, a whole lot of us would be over the moon to receive a copy of *Pokémon Gold* or *Silver* by some relative or friend eager to part with their cash this summer.

But there are dangers in letting a non-games player go out and buy you a game, especially if the generous soul likes to shop away from the high street in market places or at car-boot sales. Counterfeit *Pokémon* games have been popping up like spring daffodils – as one super-vigilant CVG reader proved by sending in his pirate *Pokémon Gold*. So if you don't want to get lumped with dodgy versions of games that work about as well as a radio made of bacon, then read on and find out how to tell the fakes from the real deal.

YOU'VE GOT MAIL

A big CVG 'Thank You' to Craig P from East Lothian. He told us how his Aunt unwittingly bought him back a pirated copy of *Pokémon Gold* from her holidays in the Canary Islands. Being a *Pokémon* fan our Craig could tell something was fishy from the start, but now his folks won't let him get an official UK copy because they think it will be dodgy too!



[redacted]

Dear Computerandvideogames,

My auntie brought me back an English version of Pokemon Gold from her holiday in the Canary Islands. The first thing I thought was that is so fake, come on it had the same teaser as Pokemon red/blue just with a Pichu and the Johto map in Japanese, The manual gave it away even more (I think you will agree). The quality of the game so crud, It doesn't save, and the language translation must have messed up.

I am sure Nintendo are offended and I bet so is Lee. I hope you burn it or something. The only problem is now, that my mum and dad wont let me buy Pokemon Silver in case it is the same (I know it wont but my dumb dad thinks it will) this annoys me because I really want it as I am a pokenut.

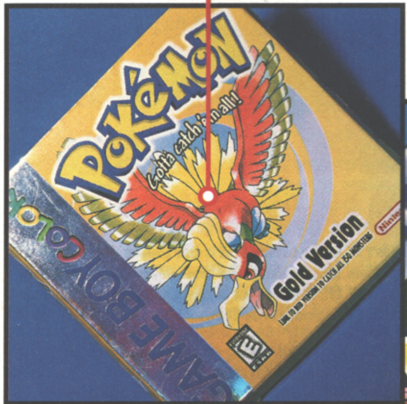
Craig p.

BOXING CLEVER

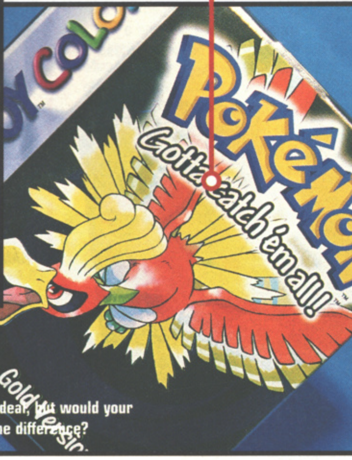
Pretty much every player will be able to tell pirated gear from the original article by merely checking out the packaging. Blurred printing, rank screenshots and cussed-up translations should all set the alarm bells ringing. But non-players aren't going to know their Snubbulls from their Smeargles and would probably be utterly fooled by any half decent *Pokémon* fake. The pirates have even copied the American ESRB rating logo that appears on imported games along with the Official Nintendo Seal of Quality to make it look like authentic product. Naughty.

EAGLE-EYES

PokéNuts with eagle-eyes will have noticed that the washed out peachy colour of our fake box is all wrong – it should be sparkly gold. The print is extremely fuzzy, and the strap line stating 'Link to Red version to catch all 150 monsters' and the blurb on the back of the box are both from *Pokémon Red/Blue*! You'd spot it, but your folks wouldn't.



It's got the silver holographic box-trickery and the official US rating but it's fake, fake, fake!



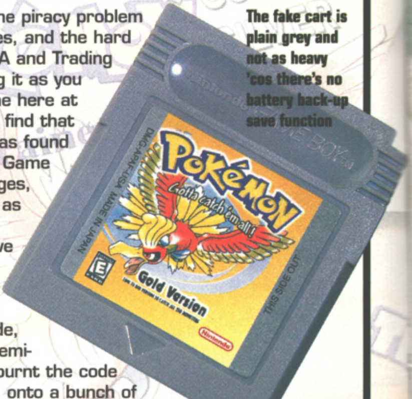
This is the real deal, but would your grannie know the difference?

THE CARTRIDGE FAMILY

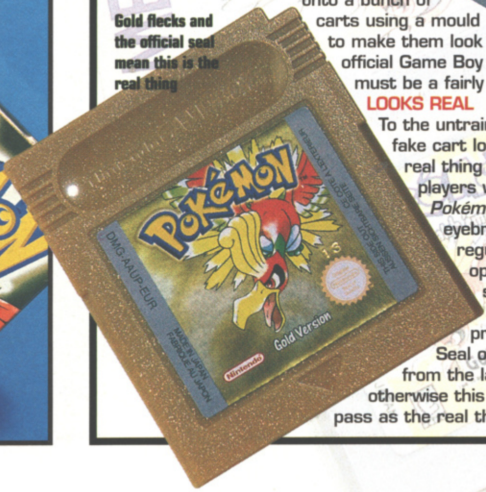
Everyone's aware of the piracy problem with CD-based consoles, and the hard working bods at ELSPA and Trading Standards are tackling it as you read this. But everyone here at CVG was surprised to find that some devious sucka has found a way to burn pirated Game Boy code onto cartridges, and package them up as the real thing. We reckon the pirates have managed to get hold of an emulated Japanese version of *Gold* with tweaked code, changed names and semi-translated text, then burnt the code onto a bunch of carts using a mould to make them look like official Game Boy cartridges. It must be a fairly big operation.

LOOKS REAL

To the untrained Poké-eye, the fake cart looks scarily like the real thing and only those players who know their *Pokémon* will raise an eyebrow. The cart is regular grey, as opposed to the spangly-dangly gold and silver official product, and the Seal of Quality is missing from the label, but otherwise this fake could easily pass as the real thing. Frightening.



The fake cart is plain grey and not as heavy 'cos there's no battery back-up save function

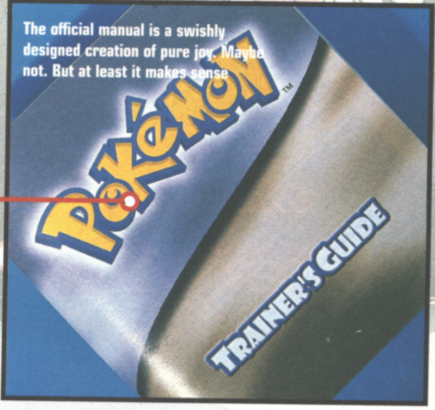


Gold flecks and the official seal mean this is the real thing

-GOTCHA!

help make sure you don't get ripped off by Poké-piracy

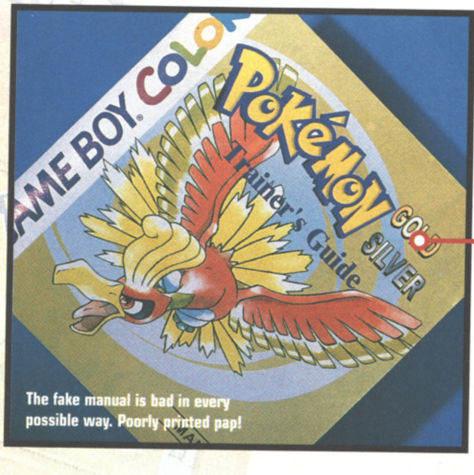
WORDS: LEE SKITTRELL **& PICTURES:** KENNY P & NINTENDO


The official manual is a swishly designed creation of pure joy. Maybe not. But at least it makes sense

MADDEST MANUAL

We don't want to praise the pirates, but in spite of minor details that only a dedicated player would notice, they've done a pretty good job of manufacturing an official-looking product to cheat people out of their hard-earned coin. But when it comes to the game manual, even the most Poké-ignorant person would realise something is seriously amiss.

The biggest give away is the utterly bizarre translation and the fact that characters' names are wrong. So you get Dr Wu Instead of Prof Elm, Fastpage Gym instead of Blackthorne City Gym, and even Poke' mon instead of Pokémon. It's like some bizarre twisted, alternate Pokémon reality and we want out of it!

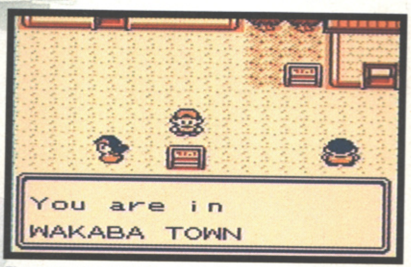

The fake manual is bad in every possible way. Poorly printed pap!

THE ULTIMATE INSULT

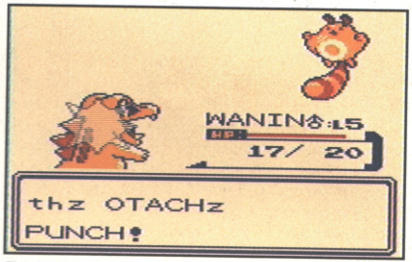
Playing a pirated version of *Pokémon Gold* is one the most surreal and upsetting gaming experiences ever. The odd translations and incomprehensible symbols that pop up masquerading as text makes it look like the world of Johto has been infected with a crazy plague. The usually chirpy and cheerful characters you meet bark mad idioms at you and would make even our scary Les run away crying for his mummy. Anyone who loves games will be outraged.

SAVING (DIS)GRACE

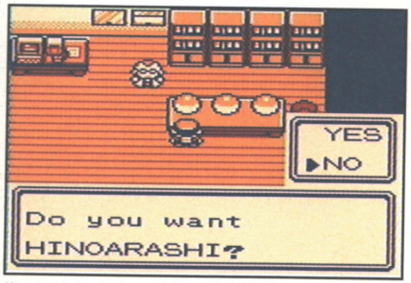
As disturbing as this weird mix of Japanese and English translations is, the worst aspect of our fake copy is that there's no battery back-up so you can't save. What is the point in trying to catch 'em all if you have to start over every time? Our pirated game made our PokéManiac Lee so angry that we had to lock him in a room with a baseball bat and a dozen giant sized party trifles until he'd worked out all of his anger.


You are in
WAKABA TOWN

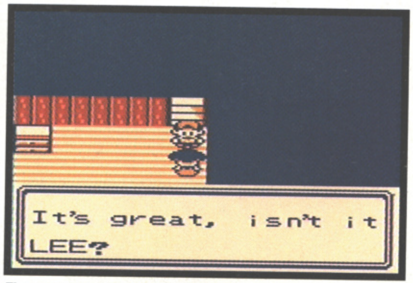
The residents of this fake Johto live in places with names you won't recognise. New Bark Town is called Wakaba Town here. It's not right!


WANIN♂:15
17/ 20
thz OTACHz
PUNCH!

The dodginess of the battles would be hilarious if not for the fact that you or your folks have paid a wodge of hard-earned cash for your pirate copy of the game


YES
▶NO
Do you want
HINOARASHI?

You won't be playing with fiery little dude Cyndaquil – instead you get Hinoarashi, another Jap text hangover


It's great, isn't it
LEE?

The answer is "No". This is where Lee lost control and starting stomping about the office throwing things

THE OFFICIAL LINE

Fakes like these may have already been offered to you in the UK. So we asked Trading Standards expert Gordon Powell about how to spot fake *Pokémon* merchandise. He said buyers should look for the official markings that appear on UK releases. These include holograms that are tricky for pirates to reproduce, and official seals and logos, which are easier to fake. He also said the US ESRB logo should deter buyers as it means it's an import. But that's forgetting lots of us buy import games – legally – from trustworthy import stores. It's a minefield really, and the best we can recommend is to keep your eyes peeled, especially if the price seems too good to be true... You've been warned. END

WHEN WORLDS COLLIDE

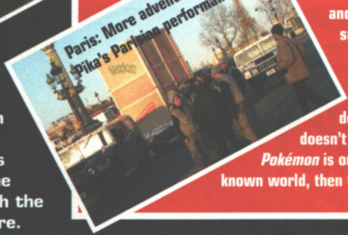
CVG was the only UK games magazine to witness a little corner of London become Johto for the day at the *Pokémon Gold* and *Silver* launch

"What's in the box? What's in the box?!" That's what the kids of two London schools and a bunch of *Pokémon* VIPs were shouting on a cold and breezy morning. April 6 was *Pokémon Gold* and *Silver* day – the launch of the bona fide sequels to the multi-million selling original RPG adventures. And what a launch it was too – with convoys of vehicles ferrying massive crates across Europe, and then being unveiled before teams of crazed kids to reveal giant Pokémon statues inside. Get the full lowdown on the most Poké-tastic games launch the world has ever seen, right here.

EURO MADNESS

It wasn't just Londoners who were treated to such a mad spectacle. Right the way across Europe similar events took place. In Paris a Pokémon crate was lowered down by helicopters at the foot of the Eiffel Tower. In Berlin, a giant convoy of trucks and Pokémon vehicles heralded the launch of the new adventure, and in Madrid, flowers and sunshine accompanied the most spectacular pan-European games launch ever. Let all Poké-doubters take note: if this doesn't convince you that *Pokémon* is one of the best things in the known world, then there's little hope for you.

Berlin: The Deutch dudes had a lorry load of laughs



Paris: More adventurers awaiting Pika's Parisian performance

Madrid: Sunshine, sangria and smiles for the Spanish launch

THE DAY LEE LOST HIS MIND

MAGIC HAPPENED

Marvel at the pictures and witness the joy, but nothing can compare to being there yourself. We sent CVG Poké-nut Lee Skittrell down to an old warehouse district in Battersea, London. He returned a gibbering wreck, foaming at the mouth and unable to speak words. After a cup of herbal tea he returned to his senses and regaled us with his account of the wondrous events he had witnessed.

HOVER BOTHER

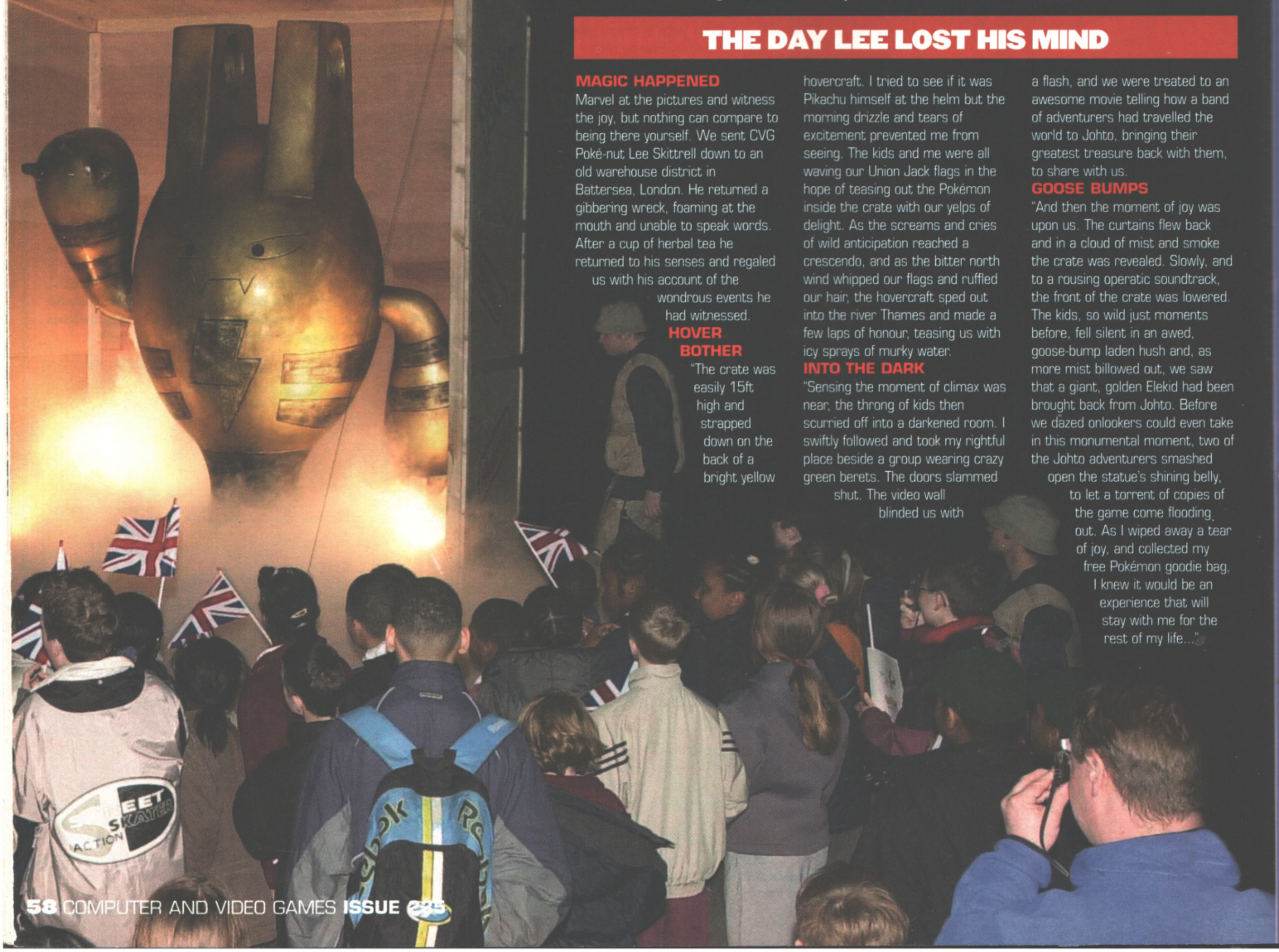
"The crate was easily 15ft high and strapped down on the back of a bright yellow hovercraft. I tried to see if it was Pikachu himself at the helm but the morning drizzle and tears of excitement prevented me from seeing. The kids and me were all waving our Union Jack flags in the hope of teasing out the Pokémon inside the crate with our yelps of delight. As the screams and cries of wild anticipation reached a crescendo, and as the bitter north wind whipped our flags and ruffled our hair, the hovercraft sped out into the river Thames and made a few laps of honour, teasing us with icy sprays of murky water.

INTO THE DARK

"Sensing the moment of climax was near, the throng of kids then scurried off into a darkened room. I swiftly followed and took my rightful place beside a group wearing crazy green berets. The doors slammed shut. The video wall blinded us with a flash, and we were treated to an awesome movie telling how a band of adventurers had travelled the world to Johto, bringing their greatest treasure back with them, to share with us.

GOOSE BUMPS

"And then the moment of joy was upon us. The curtains flew back and in a cloud of mist and smoke the crate was revealed. Slowly, and to a rousing operatic soundtrack, the front of the crate was lowered. The kids, so wild just moments before, fell silent in an awed, goose-bump laden hush and, as more mist billowed out, we saw that a giant, golden Elekid had been brought back from Johto. Before we dazed onlookers could even take in this monumental moment, two of the Johto adventurers smashed open the statue's shining belly, to let a torrent of copies of the game come flooding out. As I wiped away a tear of joy, and collected my free Pokémon goodie bag, I knew it would be an experience that will stay with me for the rest of my life..."



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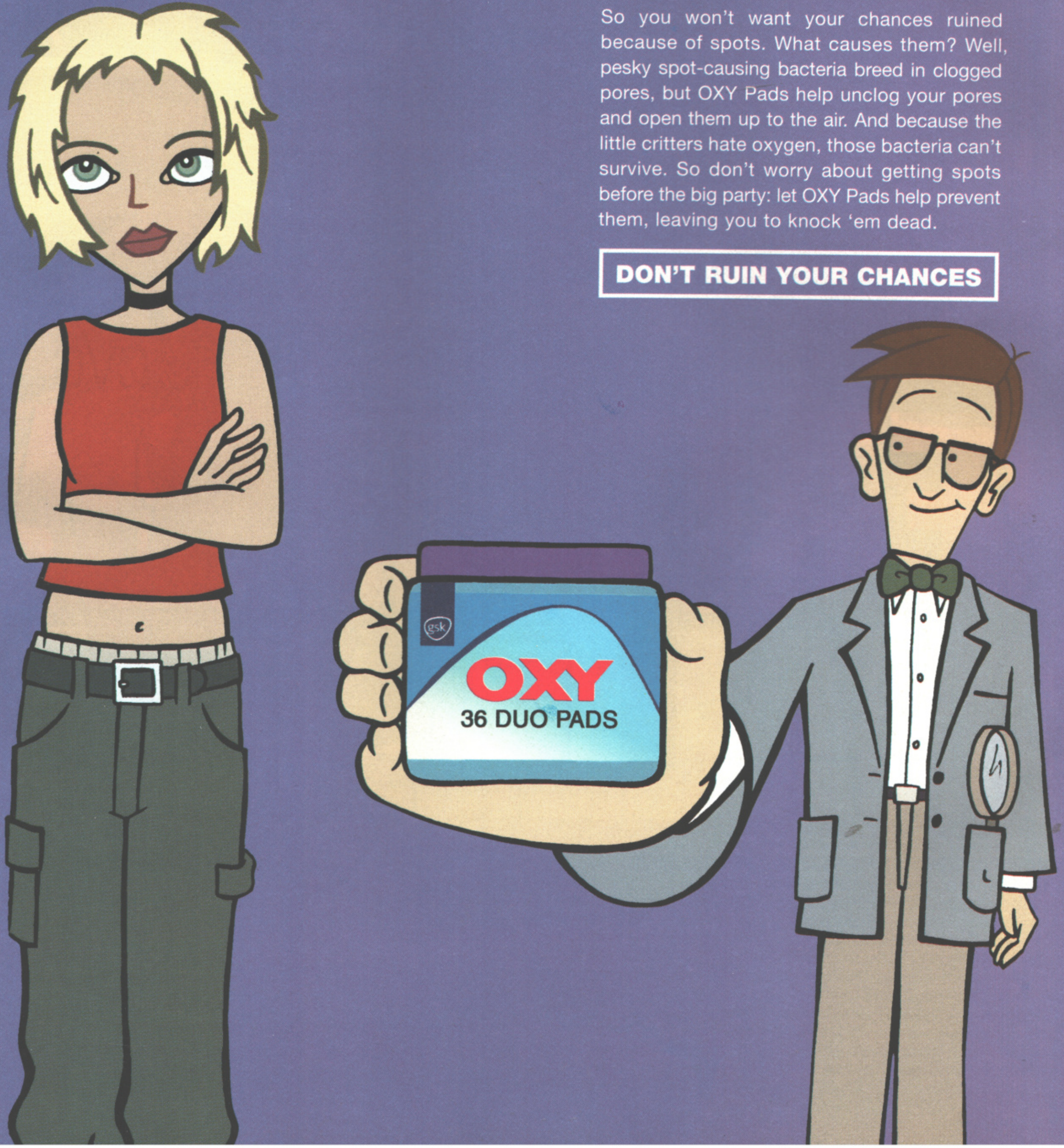
WARNING:

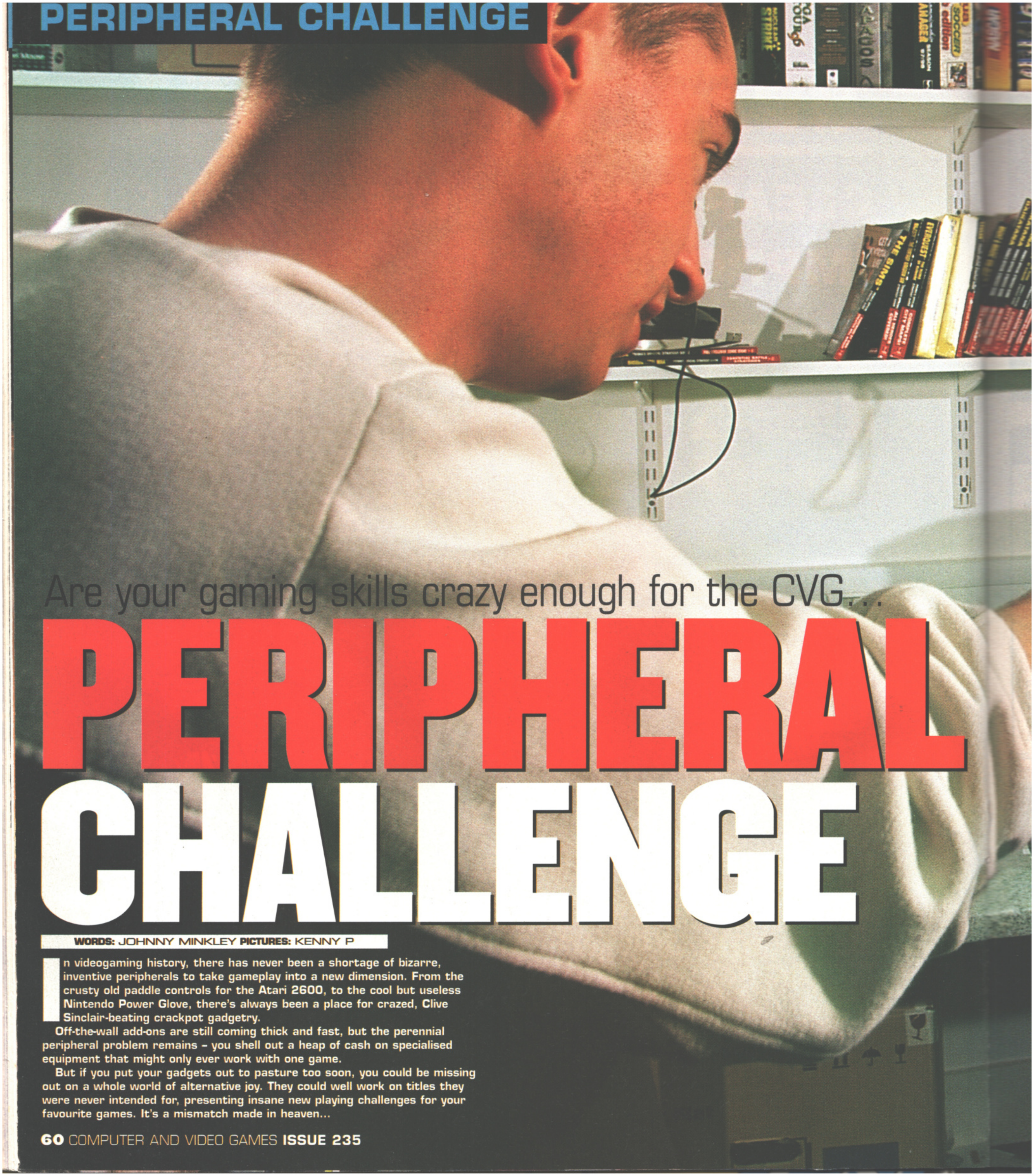
CLEAR SKIN CAN SERIOUSLY IMPROVE YOUR CHANCES

So you won't want your chances ruined because of spots. What causes them? Well, pesky spot-causing bacteria breed in clogged pores, but OXY Pads help unclog your pores and open them up to the air. And because the little critters hate oxygen, those bacteria can't survive. So don't worry about getting spots before the big party: let OXY Pads help prevent them, leaving you to knock 'em dead.

DON'T RUIN YOUR CHANCES



OXY is a registered trade mark of the GlaxoSmithKline Group of Companies.



Are your gaming skills crazy enough for the CVG...

PERIPHERAL CHALLENGE

WORDS: JOHNNY MINKLEY **PICTURES:** KENNY P

In videogaming history, there has never been a shortage of bizarre, inventive peripherals to take gameplay into a new dimension. From the crusty old paddle controls for the Atari 2600, to the cool but useless Nintendo Power Glove, there's always been a place for crazed, Clive Sinclair-beating crackpot gadgetry.

Off-the-wall add-ons are still coming thick and fast, but the perennial peripheral problem remains – you shell out a heap of cash on specialised equipment that might only ever work with one game.

But if you put your gadgets out to pasture too soon, you could be missing out on a whole world of alternative joy. They could well work on titles they were never intended for, presenting insane new playing challenges for your favourite games. It's a mismatch made in heaven...

TAKING THE MIC

WHAT YOU NEED

***Mr Driller* (DC):** masterful puzzler from Namco, which is simplicity itself. Dig downwards, while trying not to get crushed or run out of air. That's it. And it's complete genius.

Dreamcast Microphone: Initially only available with *Planet Ring*, the DC mic will also be used to send voice messages via the Dreamarena when the new Browser update is released (finally).

IT'LL NEVER WORK

This is possibly the best thing since Britney Spears wore a school uniform. Plug the mic into your DC pad and start a game of *Mr Driller* as usual. Instead of tapping 'A' to drill, however, (oh, this is sooooo good,) you shout "Drill!" into the mic, and HE DRILLS! In fact, shout any expletive you like – swear like a trooper and he'll dig like crazy. Better still, play your fave choons and watch the little might drill in time to the beat. It's all good.

SHAME FACTOR

●●●○○

Shouting into a joypad will make you look like an idiot. As for music, the amount of shame incurred is directly proportional to how bad your music taste is. Play it safe and stick with Steps. Er, Johnny...?

DRIVEN TO DISTRACTION

WHAT YOU NEED

***Quake III* (PC):** stunning first-person shooter that is practically a religion as far as its hordes of zealous worshippers are concerned. Forget one-player, online multiplayer is a magical experience.

Steering Wheel: if you've got one of those steering wheel/pedals combos, try it on an FPS. Reconfigure the controls so that the wheel strafes left and right, and the pedals move you forwards and backwards. Use the buttons on the wheel to fire.

IT'LL NEVER WORK

If you're a veteran of this genre, this is a most surreal experience. Though you'll be ripped to pieces by the mouse-and-keyboard brigade (unless it's our Lee), it *is* playable, and 'driving' around the arenas is certainly a double-barrel shotgun full of laughs.

SHAME FACTOR

●●○○○

You'll get some peculiar looks at first, but you'll be having too much fun to care.

AIM, SET AND MATCH

WHAT YOU NEED

***Virtua Tennis* (DC):** the definitive tennis sim for all formats. Incredible, lifelike representations of the world's finest players battle it out on a range of equally stunning courts around the globe.

DC Light Gun: originally bundled with *House of the Dead 2*, it works in exactly the same way as other lightguns. Aim at screen (optional) and shoot! The DC model does, however, feature a useful D-pad.

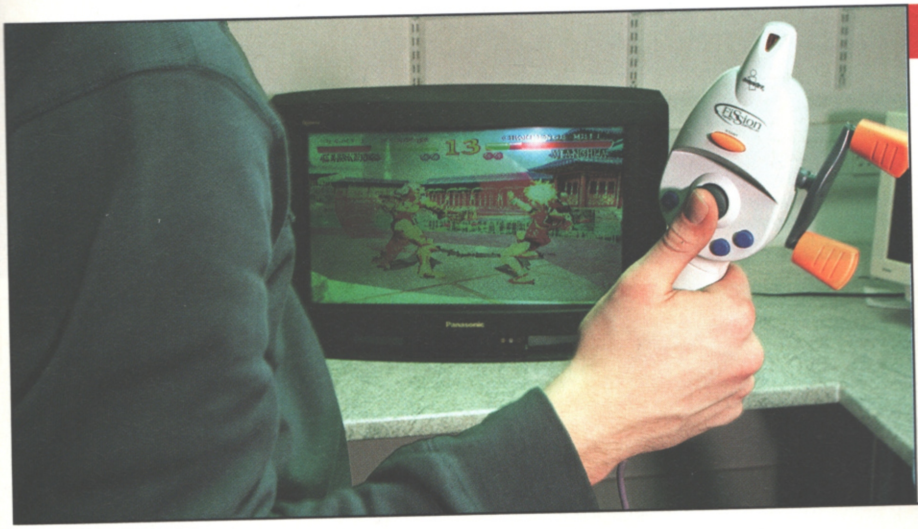
IT'LL NEVER WORK

This is a wicked way to completely shame your talentless mates. While they shamble around the court like drunks, you annihilate them with the gun. Point at the screen, use the D-pad to move your player, and hit the ball by pulling the trigger. You're faking it, but they'll never realise.

SHAME FACTOR

●○○○○

Your inept chums will be the ones buried under a landslide of shame. You, however, will look like Pete Sampras, and amass 'nuff respect from all present.



(DOVER) SOUL CALIBUR

WHAT YOU NEED

Soul Calibur **(DC):** possibly the most wonderful beat 'em up ever devised, and practically the closest you'll get to a fight without throwing the punches yourself.

Fishing Controller: inspired device designed for use with *Sega Bass Fishing* and *Sega Marine Fishing*. It has motion sensors inside that allow you to realistically cast your line.

IT'LL NEVER WORK

Playing a fighting game with a digital fishing rod – ridiculous. *Au contraire.* Plug the Fishing Rod Controller into your DC, start a game of *Soul Calibur*, then wave your arms about like a six-year old at a Five concert. Lo and behold, your warrior will begin to pull off all manner of miraculous moves with each and every swing. Plug in a second rod for the ultimate physical encounter.

SHAME FACTOR

●●●●●

Do this in front of anyone and they'll think you're either utterly deranged, or worse, auditioning for Billy Elliot 2.

R-TYPE OF MUSIC

WHAT YOU NEED

R-Types **(PSone):** The grandaddy of side-scrolling shooters, *R-Type* is immensely challenging but still puts many modern games to shame with its intense, creative gameplay.

Beatmania pad: Essentially a joypad that takes the form of a DJ's decks, it was issued with Konami's *Beatmania* game. It features buttons in a piano keyboard arrangement and a disc for 'scratching'.

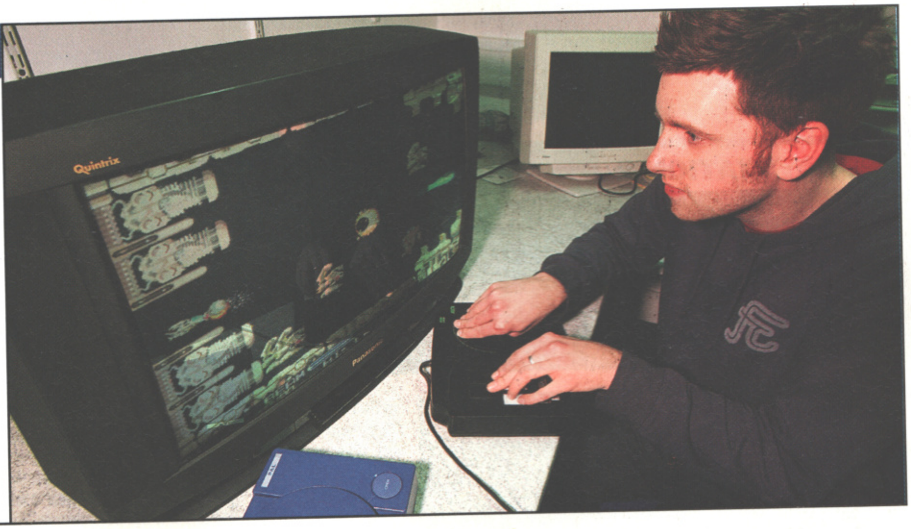
IT'LL NEVER WORK

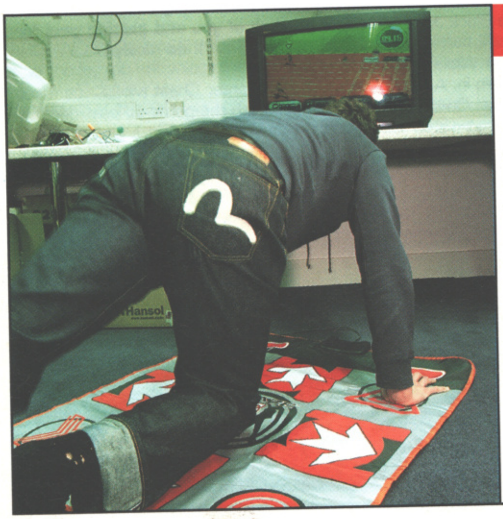
Only the truly hardcore need apply. The nature of the *Beatmania* pad means you can't move left or right, only up and down by rotating the disc. This works with side-scrolling shooters, as you can just about survive without moving horizontally – but it does require considerable skill.

SHAME FACTOR

●○○○○

Stick on some cans and scratch away like you're Carl Cox. You'll be revered like a lord.





INDOOR ATHLETICS

WHAT YOU NEED

ESPN International Track & Field **(PS2):** One of the all-time great multiplayer games. Button-bashing madness that leaves your fingers bleeding – worth it to beat your mates.

Dance Mat: a mat that plugs into your PSone or 2, working in the same way as a D-pad, except you use your feet to control it. This allows for some joyous dancing action when used in conjunction with games like *Dancing Stage Euro Mix*.

IT'LL NEVER WORK

Hammering buttons goes some way to recreating the energy spent by a sprinting athlete, but wouldn't it be that bit more realistic if your legs did the work? Shove in a mat and stamp like crazy on the appropriate pads – if you don't collapse with exhaustion, you might get through a race. Works best with two mats against a mate, since unless you stomp like a pneumatic drill, the CPU'll thrash you every time.

SHAME FACTOR

●●●●●

You'll look like an extra from an MC Hammer video. That is bad. Make sure you do it well away from prying eyes.

CVG RECKONS

And you thought your fishing controller had about as much use left in it as a solar powered night light. Tut! Think again. And what you've seen on these pages is just the tip of the iceberg. Other office favourites include playing *Mr Driller* with the *Samba Di Amigo* maracas, and playing *Virtua Tennis* via the VMU screen. Lots of fun.

Games and peripherals can cost a hell of a lot of money, but with a little lateral thinking you can breathe new life into them and prove you truly are the don of your fave games. Send us your favourite mismatches and we promise to make Les try them out. Now, where's that Taito DC train controller for *Let's Go By Train*...?

EASY MO

Up here at CVG Towers we pay our staff in cheat codes and use the money we save on salaries every month to give out to readers who send in great cheats, tips and codes. So if you've busted your favourite game wide open and want to share your secrets with the rest of us, then write to the usual address. You'll get a nice crisp tenner for any that we print.

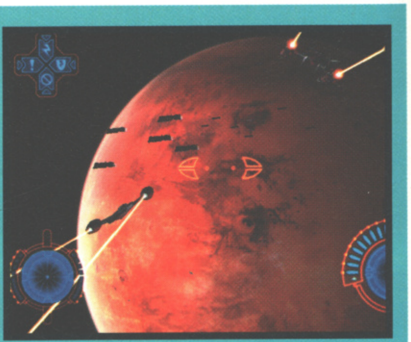
TIP OF THE MONTH

STAR WARS: STARFIGHTER

The whole world has been Star Wars crazy for nearly thirty years now and this PS2 game is helping keep that addiction alive. Trainee Jedi Soo-Ying from Corby, Northants is certainly well on her way to becoming a master. Even if she's been cheating just a little. Soo gets herself a fresh copy of* The Bouncer *for her troubles.

For some very special bits and bobs, try entering the following codes at the password screen. Then sit back and enjoy.

TO UNLOCK:	TYPE IN:
Everything except multiplayer levels:	OVERSEER
Multiplayer levels:	ANDREW
Invincibility:	MINIME
Experimental N-1 Fighter for bonus missions:	BLUENSF
Disable cockpit displays:	NOHUD
Gallery of enemy ships:	SHIPS
Pictures of spaceship and cast:	HEROES
Pre-production art:	PLANETS
Jar Jar Mode (reverse controls):	JARJAR
Director Mode (alternate camera angles): (Press Select to cycle camera views or R1 to zoom in)	DIRECTOR
Christmas FMV sequence:	WOZ
View credits:	CREDITS
View programming team:	TEAM



Force the Force to be with you by using our nifty codes

PLAYSTATION 2

SKY ODYSSEY

Ernie Wilson from Ely, your hard work has been rewarded! Carry out certain requirements in the various modes of the game to earn yourself new aircraft to zip round in. Who says playing games is a waste of time? Here's what you should do...

TASK	AIRCRAFT EARNED
Finish Sky Canvas mode, completing all levels with over 90 points	Auto Gyro
Finish Target mode, completing all levels with a Gold rank	Gold UFO
Finish Target mode with a total time of 10 minutes	Stealth fighter
Complete Adventure mode	Me-262
Play Adventure mode, completing all levels with an A rank	Silver UFO
Finish Adventure mode, gaining enough acrobatic points to get circles on ten of your mission grades	Corsair

PLAYSTATION

LMA MANAGER

Greg Simons from Nuneaton tried really hard to blag a copy of *LMA 2001* as his prize for these tips. Isn't a tenner enough mate?

For a variety of special options that add a little humour to this managerial game, enter your name as one of the following listed below. A crowd will cheer you on if you enter them correctly.

TO GET	NAME YOURSELF
Build stadium faster:	QUICK DRY CEMENT
Rating of 95 – 98%:	THE BEST
Quicker healing:	WITCH DOCTOR
Rainy weather:	WET WET WET
Recruit any player:	NORTH AND SOUTH
Subsequent game is planned automatically:	BACKSEAT MANAGER
Sunny weather:	DRY DRY DRY
Win all games:	IVOR INVINCIBLE
£500,000,000:	KING MIDAS
Replays with ninja costumes:	MARTIAL ARTS
Sunny weather on all days:	FACTOR 25
Beach ball:	GOLDEN SANDS
Ball replaced by player during highlights:	GOOD KICKIN
Select camera view in replay:	PRIVATE JET

FINAL FANTASY 9

Our heartfelt thanks go out to Alan Gilles from Peterborough for this stuff. You've made our day.

BLACK JACK MINI-GAME: Complete the game as normal. Wait for the credits to finish. When the screen saying 'The End' appears, press R2, L1, R2, R2, Up, X, Right, Circle, Down, Triangle, L2, R1, R2, L1, Square, Square. You should hear the noise that sounds when an item is used. You can now play the Black Jack mini-game by pressing Start.

JUMP ROPE MINI-GAME: Go the ticket booth in Alexandria and talk to the girls with the jump rope. They will let Vivi join in. A symbol will appear over Vivi's head; this is your cue to jump. Do this by pressing X. The more successful jumps you make, the more stuff you can earn.

No of jumps	Reward
20 jumps:	10 Gil
50 jumps:	Cactaur card
100 jumps:	Genji card
200 jumps:	Alexandria card
300 jumps:	Tiger Racket card
1000 jumps:	King Of Jump Rope

IN-GAME RESET: Simply hold down L1 + L2 + R1 + R2 + Select + Start at any time during game play to reset.

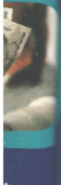
OTHER ENDINGS: Finally, if you complete the game while in possession of either the Zeus Hammer or the Save the Queen, you will see different endings.

FEAR EFFECT: RETRO HELIX

Wow. Tyrone Dougson in Sutton Coldfield has completed this already. With the help of the guide from our handy tips books of course. He's sharing this secret with all of you and getting paid for it. That'll do nicely...

To enter Cheat Mode, you must finish the game at least once. When you start a new game, wait until the starting sequence has finished and you are in control of Hana. Look at the left-hand wall, after the screen switches. There ought to be a small control pad. When the 'Use' option appears, press Triangle. These codes can then be entered to enable certain cheat functions.

Cheat	Code
ALL WEAPONS:	11692
UNLIMITED AMMUNITION:	61166
BIG HEAD MODE:	10397



NEY

DREAMCAST

■ FIGHTING VIPERS 2

You can always rely on a good ol' cheat or two to boost the replay value of a beat 'em up. Here are a few little extras from Sandip Gurza in Leicester that give you an excuse to come back to this game for another bash.

ALTERNATE COSTUMES: Go to the character selection screen. Highlight a fighter and press Up or Down.

FULL PAUSE SCREEN: Pause play in-game by pressing START, then press X + Y.

BONUS STAGE: Fight Mahler in arcade mode. Either finish him with a Super K.O. or have more than half your energy left. Whichever, you must win in under 5:50.

FIGHT AS KUHN: Beat Kuhn in the bonus stage in arcade mode.

FIGHT AS BM: Fight B.M. in arcade or random mode. Make sure you finish him with a Super K.O.

FIGHT AS DEL SOL: Defeat Del Sol in random mode, then successfully complete the game.

■ PHANTASY STAR ONLINE

Ped Hall in Cheltenham, let the tenner we're paying you go towards the massive phone bill you must have accumulated playing this. Thanks dude.

ALTERNATIVE CHARACTER COLOURS: If you're bored of the default costumes on offer and fancy a change, try these sartorial snacks for size. When you start a new game, rename your character to the name listed below for two extra costume colours to choose from.

CHARACTER	NAME
Humar:	KSKAUDONSU
Hunewearl:	MOUEOSRHUN
Hucast:	RUUHANGBRT
Ramar:	SOUDEGMKSG
Racat:	MEIAUGHSYN
Racaseal:	NUDNAFJOOH
Fomarl:	DNEAOHUHEK
Fonewm:	ASUEBHEBUI
Fonewearl:	XSYGSSHEOH

SCREENSHOTS: To take screenshots during play and save them on a VMU, plug a controller into port D and place a VMU in slot 2. It must be completely empty, as one pic needs 195 blocks. While playing, hold A + X and press START on the controller in port D. The screen should go black and a countdown begin. The game will resume, and you should have a screenshot on your VMU. Transfer the screenshot from your mailbox at http://pso.donut.dhs.org. You can also load it on to Sonic Team's Official PSO Visual BBS webpage.

HARD AND VERY HARD MODES: Once you have completed the game once in offline mode, you will unlock the Hard setting; when you have completed it twice, you will unlock Very Hard.

EXTRA ANIMATIONS: Hold ALT on the Dreamcast keyboard during play. The keys from F1 through to F12 will initiate new animations for your character.

NINTENDO 64

■ BANJO TOOIE

From Rich Halmsby in Southampton.

You can get Cheato's Cheats without getting the pages first. Before you enter a code, first spell CHEATO as usual, then enter the code backwards. Here they are for easy reference.

Double The Feathers You Can Hold:	REHTAEF
Double The Eggs You Can Hold:	SGGE
No Damage Sustained By Falling:	FOORPLLAF
Gradually Refill Energy Bar:	KCABYENOH
Use Jukebox In Jolly Roger's Lagoon:	XOBEKUJ
Switch On Jiggy Location Signs:	YGGIJTEG
Homing Eggs:	GNIMOH

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A - 01
A Bug's Life
Abe's Oddysee
Action Bass
Age of Empires 1 & 2
Air Combat
A Ferguson's P. Man. 2001
Alien Resurrection
Alien Trilogy
Alone in the Dark 2
Alundra 1 & 2
Anna Kournikova Tennis
Armoured Core 2
Army Men Series
Atlantis
B - 02
Banjo Kazooie
Banjo Tooie
Beast Wars Transformers
Blade
Blair Witch: Volume 3
Blue Stinger
Body Harvest
Breath of Fire 3
Brian Lara Cricket
Broken Sword 1 & 2
B Bunny & Taz: Time Busters
B Lightyear: Star Command
C - 03
C-12 Final Resistance
Championship Man 2000
Chase the Express
Chicken Run
Civilisation 2
Code Veronica
Colin McRae Rally 1 & 2
Command & Conquer
C. & C.: Red Alert 1 & 2
C. & C.: Retaliation
C. & C.: Tiberian Sun
Command and Conquer
Commandos
Conkers Bad Fur Day
Constructor
Coolboarders Series
Cossaks: European Wars
Crash Bandicoot Series
Crazy Taxi
Crusaders of Might & Magic
D - 04
Dave Mirra Freestyle BMX
Dead or Alive 2
Diddy Kong Racing
Die Hard Trilogy 1 & 2
Digimon World
Dino Crisis 1 & 2
Discworld 2 & Noir
Disney's Dinosaur
Donkey Kong 64
Doom
Dracula Resurrection
Dragonball Z: Ult. Battle 22
Driver 1 & 2
Duke Nukem Series
Dune
Dungeon Keeper 1 & 2
Dynasty Warriors 2
E - 05
Eagle One Harrier Attack
Evil Dead: Hail to The King
F - 06
FA P. Lgue Football Man. 00
Fear Effect
Fear Effect: Retro Helix
FIFA Series
Fighting Force 2
Final Fantasy 7, 8 & 9
Formula 1 2000
Forty Winks
G - 07
Galerians
Golden Eye
Gran Turismo 1 & 2
Grand Theft Auto 1 & 2
GTA: London 1969
H - 08
Half Life
Hercules
Hidden & Dangerous
Hitman
Hogs of War
House of the Dead 2
I - 09
In Cold Blood
I. Jones: Infernal Machine
ISS Pro Evolution 1 & 2
J - 10
James Bond: T.W.I.N.E.
Jedi Power Battles
Jet Force Gemini
Jet Set Radio
Jurassic Park: Lost World
K - 11
Knockout Kings 2001
Koudelka
L - 12
Land of Babes
Legend of Dragoon
Legends of Legaiai
LMA Manager 00 & 01
Lost World (Jurassic Park)
M - 13
Majora's Mask
Mario 64
MDK 2
Medal of Honor
Medal of Honor Underg'nd
MediEvil 1 & 2
Men In Black
Metal Gear Solid
Metropolis Street Racer
Midnight Club
Mission Impossible
Monkey Hero
Monster Rancher
Mortal Kombat Series
Moto GP
Moto Racer Series
Mummy
N - 14
No Mercy (WWF)
O - 15
Oni
P - 16
Pac Man World
Parasite Eve 2
Perfect Dark
Phantasy Star Online
Player Manager 2000
Player Manager 2001
Pokemon
Pokemon Gold or Silver
Pokemon Snap
Pokemon Stadium
Pokemon Trading Card
Pokemon Yellow Pikachu Ed
Populous the Beginning
Premier Manager 98
Premier Manager 99
Prince Naseem Boxing
Project IGI
Q - 17
Quake 1, 2 & 3
R - 18
Rainbow Six
Rayman 1 & 2
Ready 2 Rumble 1 & 2
Resident Evil
Resident Evil 2
Resident Evil 3: Nemesis
Resident Evil: Code Veron.
Resident Evil: Survivor
Ridge Racer 5
Ridge Racer Type 4
Road Rash
Rogue Spear (Rainbow 6)
Roller Coaster Tycoon
S - 19
Shadow of Memories
Shadowman
Shenmue
Silent Bomber
Silent Hill
Silent Scope
Silver Pokemon
Sim City 3000
Simpson Wrestling
Sims
Sims: Livin' It Up
Smugglers Run
Snowboard Kids
Sonic Adventure
Soul Reaver: Legacy of Kain
South Park
South Park Rally
Soviet Strike
Special Ops
Spiderman
Spyro 1, 2 & 3
SSX - Snowboarding
Star Ocean 2
Star Trek: Invasion
Star Wars: Star Fighter
Star Wars: Phantom Men.
Star Wars: Battle for Naboo
Star Wars: Demolition
Star Wars: Jedi Power Bats.
Star Wars: Racer
Star Wars: Rogue Squadron
Starlancer
Street Fighter Series
Summoner
Super Runabout
Syphon Filter 1 & 2
T - 20
Tarzan
Tekken 1, 2 & 3
Tekken Tag Tournament
Tenchu 1 & 2
The Grinch
The Mummy
The Nomad Soul
The Simpson Wrestling
The Sims
The Sims: Livin' It Up
The World is not Enough
Theme Hospital
Theme Park
Theme Park World
Time Crisis
Time Splitters
TOCA World Touring Cars
Tomb Raider
Tomb Raider 2
Tomb Raider 3
Tomb Raider 4
Tomb Raider 5 (Chronicles)
Tombi 2
Tomorrow Never Dies
Tony Hawks Pro Skater 2
Tony Hawk's Skateboarding
Total Drivin'
Toy Story 2
Tunguska
Turok 2
U - 21
UEFA Striker
Unreal Tournament
Urban Chaos
V - 22
Vagrant Story
Vampire Hunter
Vanishing Point
Virtua Tennis
V-Rally 2
W - 23
Wacky Races
Warzone 2100
WCW Mayhem
Who Wants to be Million.
Wild Arms
Wing Over 2
World is not Enough
Worms Armageddon
Wu Tang:Taste the Pain
WWF Attitude
WWF No Mercy
WWF Smackdown
WWF Smackdown 2
WWF War Zone
WWF WrestleMania 2000
X - 24
X-Files
X-Squad
Z - 26
Zelda
Zelda: Links Awakening DX
Zelda: Majora's Mask
Zone of the Enders

THE ABOVE LIST IS JUST A SELECTION OF WHAT'S ON OFFER
PERSONS AGED 16 OR OVER MAY CALL THIS NUMBER
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PERSONS AGED UNDER 16 MAY CALL THIS NUMBER
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TO SAVE TIME DURING YOUR CALL YOU MAY PRESS
✱ TO RESTART THE SERVICE OR # TO MOVE BACK A STEP
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WHAT YOU NEED TO KNOW

The Masters

0207 907 6541
(Mon-Fri 3:30-6:30pm)
The.Masters@Dennis.co.uk

Conker's Bad Fur Day: **Chapter 8 should cause you no more hassle**

Paper Mario: **Unlock the secret of the Oinks for some tasty items**

CONKER'S BAD FUR DAY

Can you tell me exactly where the spider mines are in Chapter 8, on the bit where you have to guide the dynamite carrier to the plane? I keep thinking that I've got it worked out, but then I blow up. Help me, or the N64 gets it.
Jeff Thurston, Lincs

For a start, make sure you don't make any abrupt stops, as this will send the guy carrying the dynamite ahead of you. It helps to know where the mines are in advance, rather than stopping to try and work it out.

When you first head out towards the plane, stay right up against the wall, because the first two mines are near the edge of the path. The second two are near the wall, so go back towards the edge. Be careful of the fifth mine: it's right after the fourth, but near the edge instead of the wall. Hence, you'll need to make a sharp turn to go between the two. There are only three more mines to go after this, but they're close together. One is near the edge, the next is near the wall and the final one is at the edge again, so slalom between them. And, with that in mind, you should be OK

EVIL DEAD: HAIL TO THE KING

I don't seem to be getting very far on *Evil Dead.* I just keep running out of health and dying. Help!
Abdul, Finsbury Park

You don't say if it's the PC, DC or PSone version, but either way you must be playing on import since they're now not out in the UK until June. Hopefully this will help: get more power-ups using the 'finishing kill' move on the Deadites. When they're starting to look the worse for wear, move in and attack them with your chainsaw. To complete the move, give 'em a quip with the one-liner button and then deliver the killing blow with a secondary weapon. You're more likely to get a decent power-up when they bite the dust. But only get into fights with them if you *have* to – if they're blocking your way to power-ups or something. Otherwise, just run away.

PAPER MARIO

In *Paper Mario* on the N64, there's something called the Li'l Oink Farm near Toad Town Train Station. Does it do anything useful?
Chaz Newbury, Cleveland

Indeed it does. Go to the shack on the left of the little farm and jump on the small platform. This will buy you an egg. Hit it with your hammer to release an Oink. See how cute it is. Ahhh. It will go inside the pen. Repeat until the pen contains 10 Oinks – this is the most that the pen will hold. When the 11th Oink goes in, one will be pushed out, and it will leave an item behind. Different coloured Oinks leave behind different items, so you can keep trying until you get the item you want.

When Mario goes inside to pick it up, he scares all the Oinks away, so don't go for it until you get an item you're happy with. Try and get a gold Oink for a Super Shroom. While you're there, you might like to look for the Playroom too. Go left immediately as you enter the Li'l Oink Farm area, through a narrow passageway. If you hit the tree with your hammer, a pipe should appear on the right. This leads to the Playroom, where you can play games and earn money (though you must have a Silver or Gold card if you wish to play).

POKEMON GOLD

How do you make your Pokémon happy so that they evolve? The only thing that I can do is get their hair cut.
Graeme Picket, Angelsey

computer and video games GUARANTEED WINNERS

We Masters have a cunning way to sort good cheats from bad 'uns. Al C. (our commandant) puts the cheat in his mouth. If he pukes it up, it's rancid and won't work. If he swallows it, it's fresh and fine. Here are some we had surgically removed from his tum.

PC CD-ROM

■ CLIVE BARKER'S UNDYING

For those of you brave enough to be playing this shock-fest, here are a few cheats to lessen the fear. Press the Tab key and enter the following codes.

HEALTH AT 999: set aeons.patrick health 999
ALL WEAPONS AND SPELLS: addall
MATERIALIZE A DONKEY: assall
UNLIMITED MANA: infinitemana 1
UNDO UNLIMITED MANA: infinitemana 0
ADD LIGHT: becomeLight 1
UNDO ADD LIGHT: becomeLight 0
SHOW FRAMERATE: showfps

NINTENDO 64

■ AIDYN CHRONICLES: THE FIRST MAGE

This will help.

FREE INFERNO FLASK: Find a town outside of Gwernia Castle. There's a house with a shack next to it. The free flask is inside there. Handy.

GAMEBOY COLOR

■ HARVEST MOON 2

Trying hard to be the cream of the crop? Here's some help.

EXTRA GOLD: Press A when right next to the dresser near your bed. You should receive 1,000 gold.

PLAYSTATION 2

■ GUN GRIFFON BLAZE

It may be a bit on the short side, but it one hell of a blast while it lasts.

EXTRA BOMBS: Enter you name as FE MASTER!, your country as Mexico and your sex as Female. If done correctly, when you start the game you should b equipped with 12 fuel-air bombs. Pulverise 'em.

■ SUMMONER

RPGs may be a bit thin on the ground on PS2, but this one ain't too bad.

START WITH ALL SPELLS: Go to the title screen. Hold R2, then press Circle Square, Circle, Triangle, Circle, Triangle If it works, you should hear a voice say "I Gotcha". Indeed.

It's brimming with energy.

Pokémon Gold: Keep those critters happy for successful evolution

JOHNSON
WARD
GRANT
34

NBA Live 2001: Learn the licks to put one over on Jordan himself

Battle for Naboo: Stop the convoy in the Queen's Gambit mission

Well, getting their hair cut in Goldenrod does help. You can also try letting Gary's sister play with them, between 3 and 4 pm in Pallet Town. The main thing, though, is to keep them with you at all times and go through the Elite Four from time to time. They like that best of all. And avoid things that make them unhappy, of course: if they lose battles, or you allow them to faint, they will be less likely to evolve. They also don't like being placed in boxes or being traded to another game. Sticking to these rules should bring your Pokémon happiness, and then evolution.

INDIANA JONES AND THE INFERNAL MACHINE

How, how, how oh how do I kill the Ice Guardian on *Indiana Jones on N64*? I don't seem to be doing him any damage, and he kills me really easily every time. I can't figure it out.
Roger Taylor, Glasgow
Hmm, another import player eh? We assume that you're trying to use your gun on him. If so, that's where you're going wrong. The way to get this guy is to go to the south east building, go up to the second floor and pull the stone block. Climb over it, return to where you started, then go to the north east building. Again, go to the second floor, face west and jump to the bridge. The bridge allows you to cross back to the south east building, but you're now on the other side of the block and can head to the next building.

Here, you can save your game, so do it and go to the last building. Climb up the stone ledges to the third floor. Whip the alligator head at the top and swing to the door. Push the button to enter the laboratory. Here, you'll find the Urgon part. Grab it and go down the slide to return to the Ice Guardian. When the Guardian is on the ground, use the Urgon part. You have to wait until the bar in the corner of the screen fills up; if you use the part before it's fully charged, the only damage you'll do will be to Indy. If you get it right, the part should unleash a vibration that the Guardian doesn't like. In fact, after three hits, it should kill him. Sorted.

NBA LIVE 2001

That Michael Jordan guy is really getting on my nerves. I've been trying to take him down in one-on-one for ages. Have you got any tips for me on this great looking PS2 sport-athon?
Marcel Osborne, Peckham
Choose your player wisely. We advise Allen Iverson, Gary Payton, Larry Bird, or anybody with strong three-point shooting. You'll be grateful for the three-pointers when you're behind. Jordan doesn't give you much room, and he'll see most of your moves coming from way off, so the three-pointer may be your best chance. Spinning off the post is one of his weaker areas.

Defensively, you've really got your work cut out. Jordan's always trying it on with that head fake, and if you fall for it, you may as well put the ball through your own hoop. The trickiest thing is judging your distance. If he has enough room, then he'll try for a jump shot, but if you stay too close, he'll just kick in with his famous speed. Try to stay at arm's length if you can. Finally, play Loser's Out to even the odds. And, if you're still getting beaten, play Arcade mode and rough him up!

FINAL FANTASY VIII

I'm stuck on the battle with Fujin and Rajin. Print the solution and I'll buy your mag forevermore...
Steve O'Connor, Dublin
First, make sure that you have a good supply of Demis, as they're useful for Fujin. Then, when you confront them, draw Pandemonium from Fujin, so she won't use Aero and Tornado on you. Then, try to cast sleep on them both. If it doesn't work the first time, try again. Use the Ifrit Guardian Force on Rajin, or you could try using Shiva or Brothers. Don't use Quetzalcoatl, because this heals Rajin. Do this as many times as possible before they wake up.

You might be able to defeat them before they do, but it's unlikely. When they do wake up, don't try and put them back to sleep straight away. Instead, attack Fujin with Demis, and try the sleep again after you've inflicted a few hits. She'll probably use Sai on you, so don't forget to heal immediately if this happens. And if all that works for you, we hope you keep your promise.

EPISODE ONE – BATTLE FOR NABOO

I'm having trouble with my N64, on the second part of the Queen's Gambit mission, the bit where you have to stop the convoy. I just can't finish it.
Sid Haynes, Stroud
First off, ignore the convoy and concentrate on the turrets and mines. While doing this, your priority is simply to stay alive, but everything you destroy at this time will make your life easier later. Your ultimate aim, though, is to make it to the valley and slow the convoy down to buy the brave resistance some vital time.

Do this by blasting the peaks, which are unstable and will collapse. You can then return to the convoy, which is best attacked with secondary weapon bombs. The light brown tanks should be your priority targets, then the Droid starfighters. Meantime, those resistance boffins should be planting explosives on the bridge.

Once this is done, all you have to do is bomb the detonation device, and the convoy will be defeated.

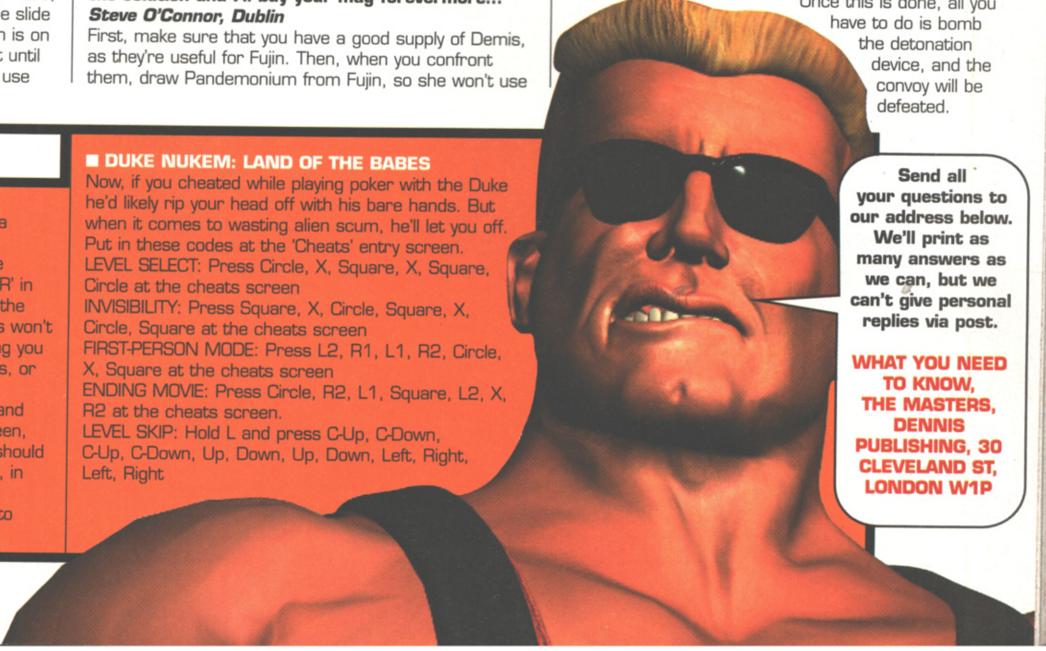
PLAYSTATION

■ TIME CRISIS

Haven't dug this one out of the games closet for a while? Give it a new lease of life with these:
CHEAT MENU: On the main screen with the three target boxes, shoot the hole in the middle of the 'R' in 'CRISIS' twice, then shoot the cross hairs next to the word 'TIME' twice. You have to be accurate or this won't work. Get it spot on to unlock a cheat menu, giving you the option to start with nine lives, unlimited credits, or to switch on 'No Reload' mode.
EASY MODE: Go to the mission selection screen and select the first mission. Shoot away from the screen, then shoot to select story mode. Another option should appear on the story mode box. This is Easy Mode, in which you have five lives and more time.
EXTRA LIFE-UP: Make 50 hits on target in a row to receive an extra Life-up

■ DUKE NUKEM: LAND OF THE BABES

Now, if you cheated while playing poker with the Duke he'd likely rip your head off with his bare hands. But when it comes to wasting alien scum, he'll let you off. Put in these codes at the 'Cheats' entry screen.
LEVEL SELECT: Press Circle, X, Square, X, Square, Circle at the cheats screen
INVISIBILITY: Press Square, X, Circle, Square, X, Circle, Square at the cheats screen
FIRST-PERSON MODE: Press L2, R1, L1, R2, Circle, X, Square at the cheats screen
ENDING MOVIE: Press Circle, R2, L1, Square, L2, X, R2 at the cheats screen.
LEVEL SKIP: Hold L and press C-Up, C-Down, C-Up, C-Down, Up, Down, Up, Down, Left, Right, Left, Right



Send all your questions to our address below. We'll print as many answers as we can, but we can't give personal replies via post.

WHAT YOU NEED TO KNOW,
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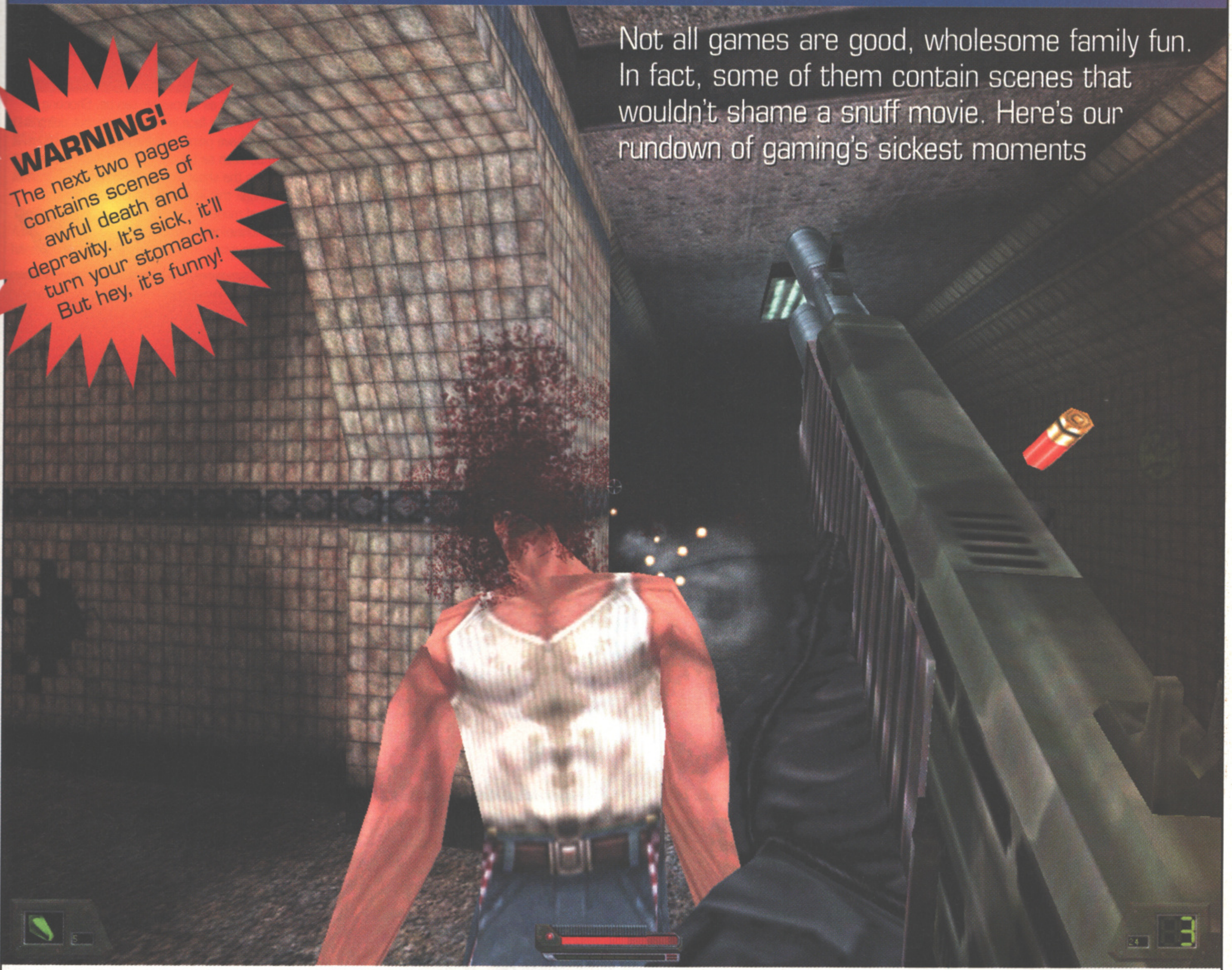


Not all games are good, wholesome family fun. In fact, some of them contain scenes that wouldn't shame a snuff movie. Here's our rundown of gaming's sickest moments

WARNING! The next two pages contains scenes of awful death and depravity. It's sick, it'll turn your stomach. But hey, it's funny!

Ooof! Bye bye brains. *Soldier of Fortune* is high on our list of games that contain moments that are so sick you've just got to laugh. Games like this are not big. They're not clever. They are just damn funny

Look at the picture. You wouldn't get that in any film. This is just one example of the sick, twisted – though hilariously funny – underbelly of videogames. This is our guide to those gaming moments that go beyond the realms of normal human decency. This is our guide to the dark side of gaming.

FOLLOW THE CHAINSAW

To judge quite how disgracefully bad taste these gaming moments are, we designed this easy to follow sick-o-meter.

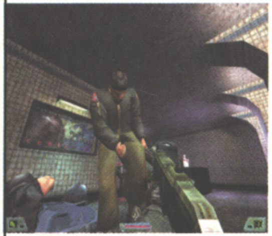
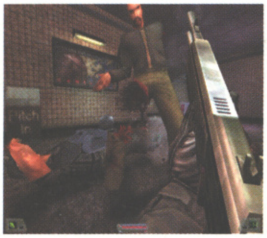
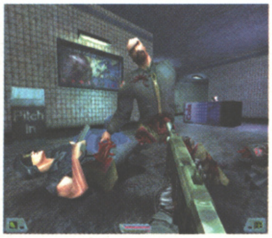
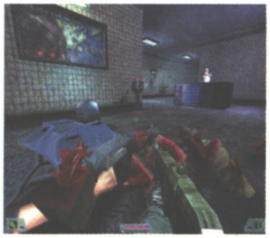
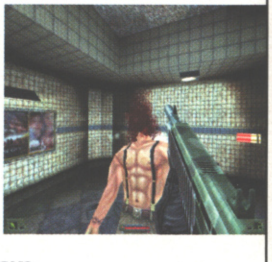
SICKER THAN A PIECE OF PUKE COOKED ON A BED OF VOMIT

SOD FINISHING THE GAME, THIS SICK STUFF IS MILES MORE FUN

LAUGH LIKE A MANIAC FOR A MINUTE, THEN GET BACK TO PLAYING THE GAME

OOOH, THAT'S A BIT NAUGHTY, THEY CAN'T HAVE MEANT FOR THAT TO HAPPEN

NICE DISTRACTION, BUT I GOT PLATFORMS TO JUMP ON OVER HERE

GAME:
SOLDIER OF FORTUNE
SICKNESS:
NASTY BLOW OFF

THE GAME

One of the most controversial PC games to ever find its way to the shops (assuming you live in a country that allowed it to be released at all – it's been banned in quite a few now). So realistic that you wouldn't want your average American high school student to play it if they had anything more powerful than a pea shooter in the house – remember Columbine?

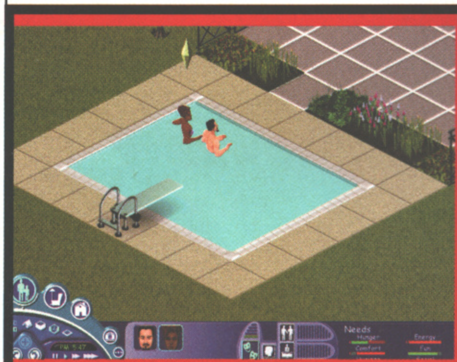
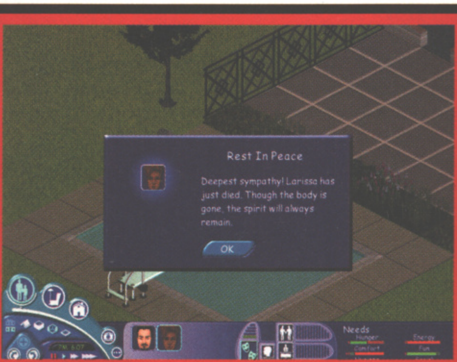
The aim? Kill everything that moves in as splattery a way as possible. Each terrorist you shoot has 26 hit zones – impact areas on the body – which lead to many special moments of copious carnage that even the developers probably didn't expect.

THE MOMENT

Choose a level, any level. As long as there are terrorists alive in it you can do this. Firstly, run around until you find some poor unsuspecting terrorist. Your mission, should you choose to accept it is to blow off all four limbs and his head before he hits the deck and dies. Success is rewarded by plenty of blood and body parts, a whole lot of screaming, and funny looks from anyone watching.

HOW SICK?

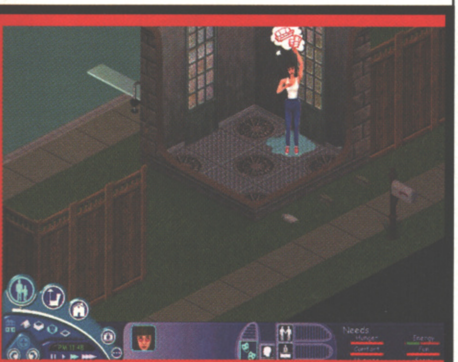
About as sick as it possibly can be. Shooting someone in the face is bad enough, but doing it after you have painfully removed all their limbs could be seen as taking it too far (but not by us). Puts the shoot in shoot 'em up. And remember, this is coming to Dreamcast in a couple of months, so even more of you can adore the gore.

Rest In Peace

Deepest sympathy! Larissa has just died. Though the body is gone, the spirit will always remain.

OK



GAME:
THE SIMS
SICKNESS:
DROWNING/STARVATION

THE GAME

It may be little more than a virtual dollhouse but having a bunch of people under your direct control should be enough to bring out the sadist in anyone. Oh, how we enjoyed locking two women in a house until they got, er, overly friendly with each other. Pity we never persuaded them to video it for us. Anyway, total control is what *The Sims* is all about. And would we stoop low enough to abuse such power? Course we would.

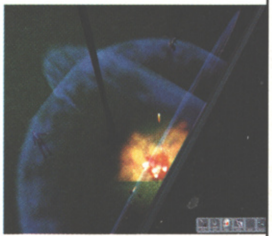
THE MOMENT

Well there are two actually – both equally satisfying and both suitably sick. In a scene reminiscent of a dark version of Changing Rooms you can make your Sim go in a room, then block the door with any piece of furniture that's lying around the place. Watch and laugh as he or she slowly descends into madness and starves to death while you cackle like a maniac.

The other is just as nasty. Dip your Sim into the swimming pool you spent a fortune installing and take away the ladder – his or her only way out – and watch as they eventually drown. Don't know why they can't climb out the side though.

HOW SICK?

You wouldn't do it to your Barbie or your action Man would you? You would? Cool, we like you even more now. Funny and seriously disturbing, especially if you've played the game for a while and got at all attached to your Sim. If your parents saw you doing this they'd get worried. Should carry a Government health warning. For those poor little Sims, that is.



GAME:
DEUS EX
SICKNESS:
BODY DISPOSAL

THE GAME

Top stealthy first-person shooter meets RPG on the PC where you have to actually think before you pulled the trigger. No wonder it confused the Yanks. The guards were supposed to be more human-like than any we had come across before. Which probably explains why we spent so much time coming up with novel ways of killing them just to see how they would react.

THE MOMENT

The Hong Kong level includes some skyscrapers. You can also do this on the level with the Statue of Liberty. Climb up as high as you can in the building and stun/tranquilize whoever is unlucky enough to be on duty at the time. Now the hard work is done, stand by the edge and admire the view. Look down and see just how far away the ground is. Get hold of the unconscious body and hoof it into space to see how is splats on the ground. See how the guards come and have a look – stay alert! This gives you a chance for extra sickness points:

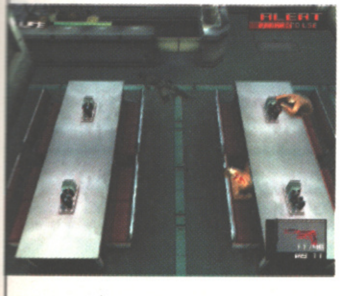
Plan A: Now the guards are distracted, pump lead into their heads from above.

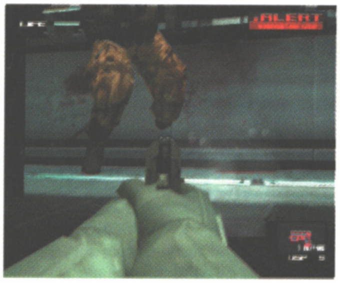
Plan B: Hoof a TNT crate over the edge and watch as it blows everyone into tiny, bloody chunks.

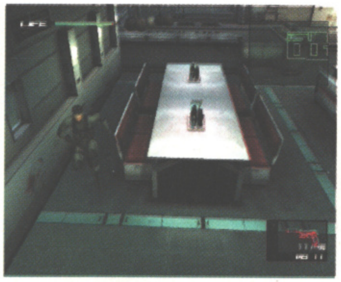
Plan C: If the original guard is still alive but unconscious, drop down and cap him in the bonce point blank.

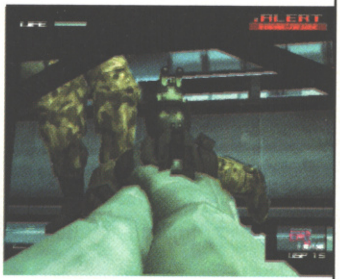
HOW SICK?

It doesn't get much sicker, short of throwing your someone off the top of the local multi-storey car park.









GAME:
METAL GEAR SOLID 2
SICKNESS:
AMPUTEE ACTION

THE GAME

Metal Gear Solid 2 from Konami, already heralded as the only reason to buy a PlayStation 2. A landmark of game design and graphical majesty. Gaming has at last jumped to a new level – before we manage to bring it right down to ours. The demo rocked the world and we've rocked the demo. But even in this amazing piece of gaming history there are moments of pure, nauseating sickness and cruelty – and we've found 'em just for you.

THE MOMENT

You're lying under a table, gun at the ready. A guard walks in the room, he doesn't know you are there. He can't see you, you could let him go. But will you? Course not. Pump round after round into his camouflaged legs until the only way he can get out is with less limbs than he came in with.

HOW SICK?

Very. First he limps aorund for a bit, then he slumps to the ground. If you're *really* sick, pump a few rounds in his head when he's on the floor, chewing concrete. Naturally it's just as effective to shoot them in the chest, but that won't gross your parents out, will it?

💉💉💉💉

GAME:
DIGIMON WORLD
SICKNESS:
TOXIC POISONING

THE GAME

Cute and cartoony attempt to steal Pokémon's glory (and most of its gameplay ideas). You raise a creature and guide it about the land, discovering and fighting other creatures. You have to attend to its every whim, which includes showing it where it can go to the toilet. Ah, the scope for abuse there is endless, they're just asking for it.

THE MOMENT

Well, you're supposed to show them where the toilets are so they can go about their business in a humane and dignified way – but if you don't they let rip all over themselves, which is far more entertaining. Messy and very bad for them apparently, but still funny.

Watch their Virus gauge build up as they get more and more distressed, not to mention sick, and then they mutate into the smelly puss ridden Sukamon – and you wouldn't want that would you? You would? Congratulations.

HOW SICK?

Alright, so no one is dying in a particularly gory fashion here and amputations are a bit thin on the ground, but having animals and their waste products in a game is leaving it wide open for some gross out antics.

And if anyone can get gross, it's us. There isn't enough poo in games in general so this deserves an honourable mention purely for that. And let's face it, Nintendo would never allow the cute and perfect *Pokémon* to take a dump in their games would they?

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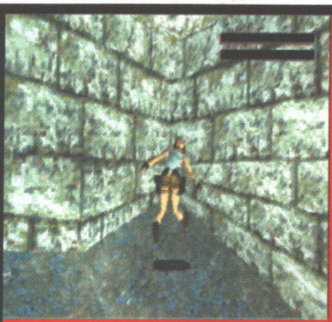


GAME:
TOMB RAIDER (ALL OF 'EM)
SICKNESS:
DROWNING ON DEMAND

THE GAME

Probably one of the most famous videogames ever, and certainly one of the most famous gaming characters. The *Tomb Raider* movie is one of the few gaming movies that we've looked forward to (nothing to do with Angeline Jolie and her bionic pout of course). Lara's so nice, she's so prim, she's so proper – she's so dead when we get our hands on her if we're in a bad mood. Breaking her legs by making her fall from high platforms is sick and kinda fun, but way too easy.

THE MOMENT

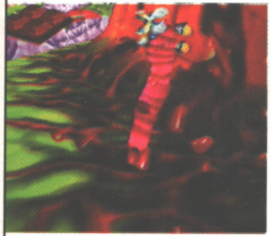
Find a one of those rooms filled with water that pretty much every Lara Croft game you've ever played seems to have. But you have to swim to reach a certain point. It takes the timing of a stand-up comedian to make it – but why don't you just kick back and relax.

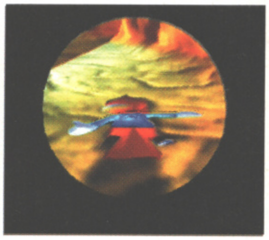
Have a drink or a bag of crisps, then watch and smile as the lovely Ms Croft's polygon lungs slowly fill with water and she drowns in horrible style. You would have thought with those twin airbags she would could float but obviously not.

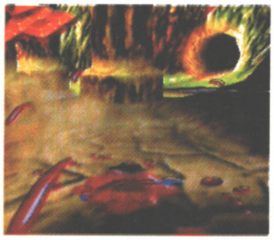
HOW SICK?

Not quite up there with putting kittens in carrier bags and throwing them in the canal, but it's about time Ms Croft was taken down a peg or two. She may be the toughest gaming woman of the lot but she feels a lot less superior when she's floating face down in the drink like a Mafia Supergrass. Go for it sir.

💉💉







GAME:
CONKER'S BAD FUR DAY
SICKNESS:
SUICIDE SOLUTION

THE GAME

Surely the most controversial thing to appear on the N64 – so controversial that Nintendo refused to release it (though their excuse was something to do with not wanting to release two big games at the same time – a weak one if ever we heard it), handing it over to THQ to release instead. Who'd have thought the cute little red scallywag of a squirrel could be such a bad furry boy.

But it's not just the frequent and deliberately shocking moments that made us smile – we went for something a little more extreme than slashing on little flaming creatures or Conker's staggering drunken antics at the start.

THE MOMENT

Those amazing death sequences. They almost make cocking up and kicking the bucket worthwhile. Our favourites include the underwater blades of death, where Conker gets cut in half, spraying blood and guts everywhere. That's closely followed by dropping him from a great height and watching him explode when he hits the deck. You'd never see Mario doing any of this stuff.

HOW SICK?

Sick enough to make the Big N give it to someone else to release – and that has to be pretty sick. While we can't condone the voluntary slaughter of innocent animals... ah what the hell, sure we can. Kill the little furry git. It'll make you smile, guaranteed. If it doesn't then maybe you should go back to playing doctors and nurses with Ken and Barbie.

💉💉

computer and video Games mailbag

Send your letters to: Mailbag, Computer and Video Games, 30 Cleveland Street, London W1P 5FF. Or email us at: mailbag.cvg@dennis.co.uk

STAR LETTER

SIX-STOREY BOUNCER

As a long-time reader of CVG I've come to trust your reviews over the years because usually you're bang-on with your scores and comments, but I've got to take issue with you over your one-Star rating of Square's new masterpiece, *The Bouncer*. I demand a re-review. It's worth at least three if not four Stars.

OK, so there's loads of FMV, but it's all a totally amazing visual treat that breaks up the fight sequences perfectly. Furthermore, there's also a lot more longevity to this than first meets the eye – you've got to finish it with all three main characters to unlock the whole story and other playable characters. You can also upgrade the main characters by purchasing new moves for multiplayer. I've already played it for weeks, enjoying every minute of it, and still expect to be playing it on and off for weeks to come. Review of shame, Mr Minkley.

Angry Volt, Maidenhead

While a minority of players may sometimes disagree with our reviews, we respect their difference of opinion. That said, like, D'oh! When are the nurses coming to finish the other half of your lobotomy, you loon? *The Bouncer* rates as one of the weakest beat 'em ups on any format ever and frankly, while you could play on after you've finished it once, you could also cut your own arm off and still have about as much fun. Mr Minkley refused to even let it near his games collection, claiming the game disc "needs to be fitted with a pair of concrete boots and thrown off a tall building". So...

computer and video Games

PHOTOGRAPH: KENNY P

DaRK DAY IN PARADISE

I read the letter by DaRKWOLF in Issue 232 and think it was a clever idea to get noticed in your mag, so here's my Top 4 pointless made-up word list with definitions.

1/Eggie plom pool – fried breakfast

2/Goblinch - demented form of The Grinch etc...

DaRKWOLF fan

Hmm, clearly not as classy as DaRKWOLF's. Not that we'd really want to encourage him to continue sending us his pointless lists.

THE REAL DEaL

It's time for my second pointless Top 20 list (you asked for it). This month it's DaRKWOLF's Top 20 comical words that really exist.

1/Wagon

2/Badger

3/Chunder etc...

DaRKWOLF, no address supplied

No, no, please stop, the pain has become too much. We didn't really mean it. Go away now.

MORE SONY MOANY

I'm writing to reply to Mark Page's story in Issue 232. I also got a PS2 for Christmas and it didn't work. I took it back to the shop and had it replaced but when I got it home this one didn't work either. So I took it back to the shop and decided to get a DC isntead. My DC has worked perfectly since. Sony should get their act together.

Kevin Cooper, Fife

ACE OR BASE?

Q. What is Les' most annoying illness?

A. His coffin'.

Matt "The Ace of Bass" Potts, via email

FIGHTING TALK

I'm writing to reply to that fool Lewis Jenkins: if *Shenmue* is so crap, why did you play it non-stop for at least 12 hours? No, wait –

***One *Shenmue* day takes around one hour to play**

***It takes about nine hours to get a job at the docks**

***Another five days working**

***Two days after you get sacked**

That's 16 hours – and that's when you know exactly where to go. The beauty of *Shenmue* is to take your time, play the arcades, play the slot machines. How can anyone say it's a crap game?

Name and address supplied

That's about enough mail on *Shenmue* for one lifetime, ta very muchly.

E=GC^2

I'm a huge Nintendo fan and was just wondering if you could give me any information on the release date of GameCube?

Thanks for the stylish tips on buying a Game Boy Advance online – it never steered me wrong.

Jeff Corrigan, Birr

SEPARATED BEFORE BIRTH

I was flicking back through your books when I noticed a lookalike of a famous actor in Issue 230, and no, it's not Dan. Turn to page 15, in the top right corner, you'll see Bruce Willis has just purchased a copy of *Tomb Raider 2*. Now how cool is that? And I thought famous actors actually *had* a social life.

Joe Mogford

Dan: "Pete? Bruce Willis? Hahahahaha! Yeah, *right*"

Pete: "Jenny said the same thing a few months ago."

Dan: *Silence*

> *"The Bouncer is worth at least three if not four Stars"* ***Angry Volt, Maidenhead***

"Some people actually like to see two busty ladies on the cover of CVG"

Anon, via email

The very latest skinny hot from Japan suggests the Japanese launch could slip from the official date of July to as far back as November this year. However, the US and UK would be in Spring 2002

NINTENDO GAMECUBE

– meaning no change for UK gamers. That said, we're still having to wait months more than Japan. Grr.

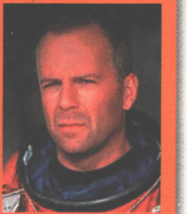
NOT CROSS, ANGRY

I've heard a bit about a *Final Fantasy*-like RPG called *Chrono Cross*, sequel to *Crono Trigger*, but I have no idea about its availability or quality. Has it ever been released in the UK? If so, is it any good? If not, are there any plans for its release?
Peter Good, via email

Seems *Chrono Cross*, a sequel to *Trigger* on the SNES, is another quality title from Square that's been out in Japan and the US for nearly a year, achieving some rave reviews. Sadly and somewhat inexplicably it has failed to release over here, despite much whinging in CVG Towers.

Pete: "Which must mean I'm a chick magnet!"
Jenny: "But I didn't say Bruce Willis was handsome."
Pete: *Silence*

Bruce Willis



Pete Walker

MR MEMORY

I've just bought *Shadow of Memories* and I must say is that it just has to be one of the best games ever. I've heard there's going to be a sequel – if this is the case, I am very excited. Could you confirm if there's going to be *SoM2*?
Sam Windle, via email

Good and bad news, Sam. No *SoM2* is in the making, but the same Konami development team has plans for more so-called 'digital novels' - ie, the same style of game but with a whole new storyline. We can't wait either.

OUT IN THE COLD

Sega said it would still be making games for the DC, but last issue there were only three DC reviews. In the same issue I saw a preview for *Virtua Fighter 4*, looked at the screenshots and got really excited.

However, on closer inspection I noticed that it would only appear on the PS2. Is Sega forgetting about the DC? And where's *Half-Life*? There's been no news about it for ages. I've only had my DC for six months and I'm already considering getting a new console. Please Sega, don't forget about your loyal fans.
Chris Myers, Stockport

It's true that things are winding down for our dear friend the DC, but don't lose heart, as there's still a bundle of new titles heading our way over the next year. And remember, the DC already has one of the finest catalogues of games ever available on any console. Take comfort in that, and stock up on the classics. As for *Half-Life*, no release date has been confirmed yet. *Sigh*

EVIL TWINS

Has anyone noticed how much the Game Boy Advance looks like Sega Game Gear?
Mike Godfrey, Hants

Except one's about the size of a tank and only fits in MC Hammer's trouser pocket while the other *is* pocket-sized. One has about three hours of battery play on six AAs ('cos it's back-lit) and one has up to 20 on two AAs ('cos it's not back-lit). One was a gaming flop, the other has probably outsold it in it's first month of existence. Like two peas in a pod, eh?

GAME BOY
Nintendo
GAME BOY ADVANCE
SEGA

BRING IT ON

I'd just like to say that Jawaid Muttaqi, in Issue 233 is talking utter rubbish. You know, some people actually like to see a couple of gorgeous, busty ladies like Hana and Rain (*Fear Effect 2*) on the front of their favourite magazine.

How pornographic can the cover be when my mum (who's actually very restrictive about what I read/watch) will happily go out and buy every issue of CVG for her 15-year-old daughter? She's perfectly aware of what's on the front cover and inside the magazine. I'm sure you could do much worse than having two young ladies dressed in not-particularly-skimpy underwear on the cover...
Anonymous, via email

So there.

WHO WROTE TO MAILBAG THIS MONTH

Joshua Fanwood, Hampton; Russell Martin; Tim George, Chesham; Philip Mills, Luton; Gordon Stewart, Helensburgh; Hazi, Reading; Muti The Game Lord, Malawi, Africa; Simon Knowles; Akwasi Tawia Poku, London; Ben Hadden, Birmingham; Johnny Hunter; Joseph Goss, Dartford; Tariq Jago Ayubi, London; Rupture, via email; Nick, Aylesford; Joe R., Romford; Ryan Bailey, Doncaster; Craig Forrester, Staffs; Wayne, via email; Dirty minded Daniel Fisher, London.

"Please Sega, don't forget about your loyal fans" *Chris Myers, Stockport*

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The world's first and best games mag brings you reviews you can trust

REVIEWS

computer and video Games ★★★★★

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HONEST Regardless of hype, reputation or advertising, if it's a great game we'll say so and if it's poor, we'll tell you the truth.
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THOROUGH We play games longer and harder than anyone else.

KNOWLEDGE Our writers are all experts, have years of experience and know what makes a cracking game.
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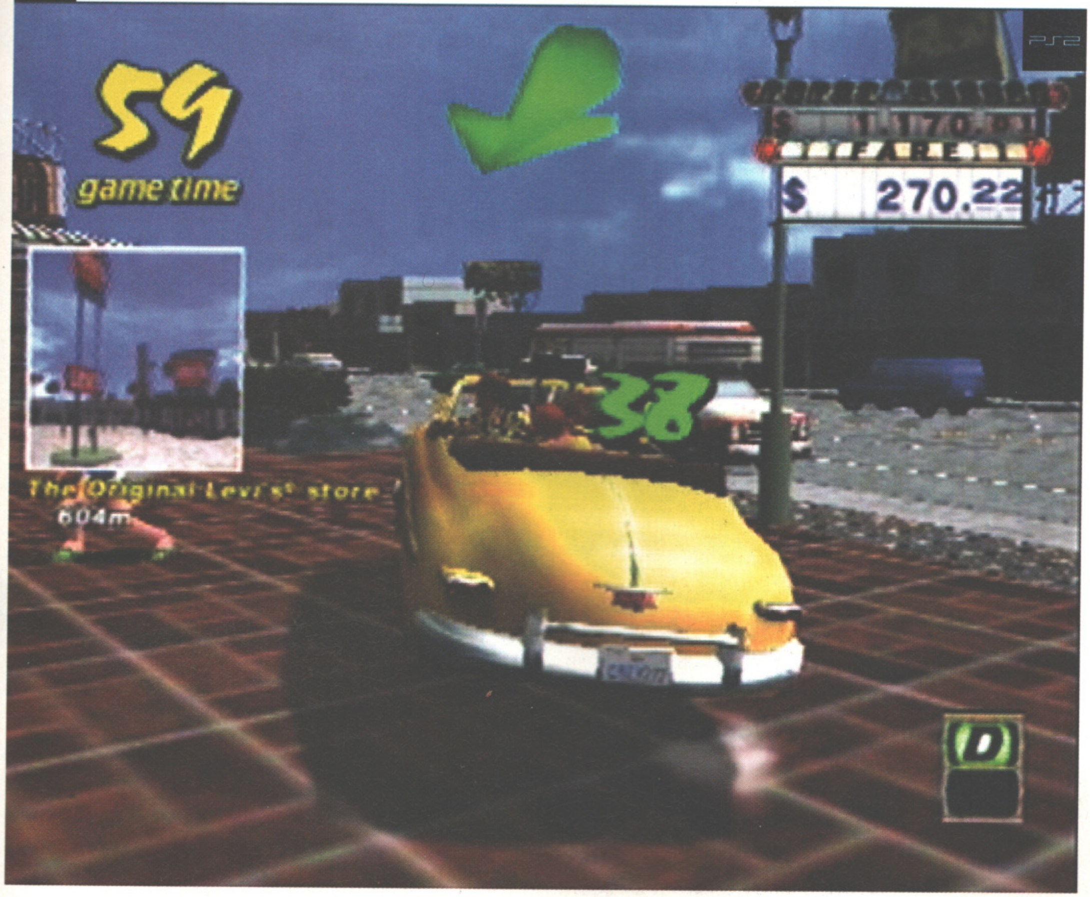
76 CRAZY TAXI



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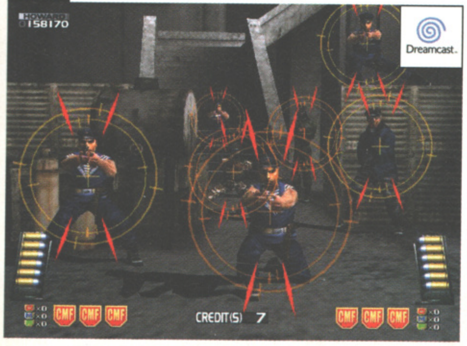
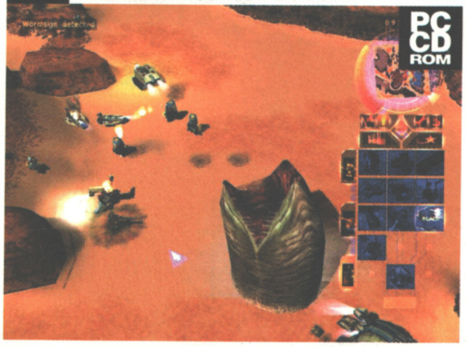


86 EMPEROR: BATTLE FOR DUNE



110 SIN AND PUNISHMENT

SCORE
178967
TIME
90
LIFE
NINTENDO64

PS2

COST: **£39.99**

OUT: **MAY**

MULTIPLAYER: **NO**

CRAZY

The fare's the same but is the ride as smooth?

WORDS & SCREENSHOTS: JOHNNY MINKLEY

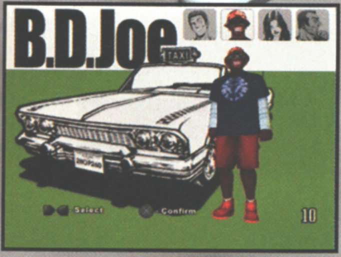
TAXI
ONLY
1N

TAXI

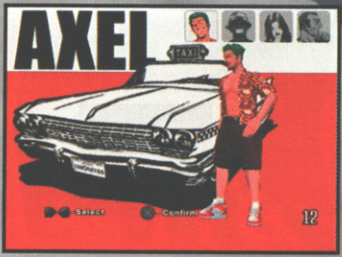
Summer 2000: *Crazy Taxi* is unleashed on **DC**, one of the first games on the console that truly screamed out "Buy me, you clowns!". It left many a non-**DC** owner greener with jealousy than a toad's butt. Sure, **DC**'s games had been hot before, but nothing prepared Joe Public for the explosion of blinding colour, mullet rock and raw, adrenaline-pumping gameplay that was *Crazy Taxi*. A year has passed since then, a year that has dragged for those Sony stalwarts holding out for **PS2**, barely able to suppress their secret longing for *kerr-azy* money. And now two questions raise themselves: is Acclaim's *Crazy Taxi* still the supremely playable chunk of motor madness it once was, and how does the **PS2** version compare to Sega's own home version? **CVG** hails it down for closer inspection.

CRAZYCABBIES

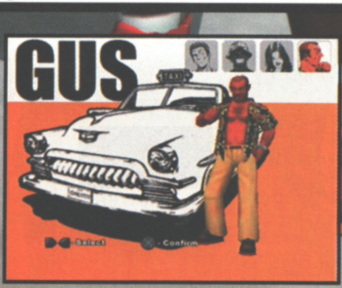
Fare-grabbing in these sun-drenched streets is no place for shrinking violets. Thus, *Crazy Taxi* features an impressive rosta of brazen, attention-grabbing cabbies, loaded with enough sickeningly exaggerated personality between them to fill the Big Brother house. Or Jamie Oliver's trousers. Or both.



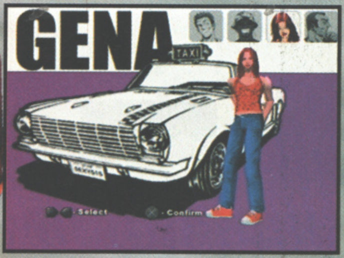
This brother may look bad-ass, but he's as laid back as they come. Sit back and enjoy the ride



This guy is clearly cool. He's got green hair, y'see, dude. Not sure about the shirt, though



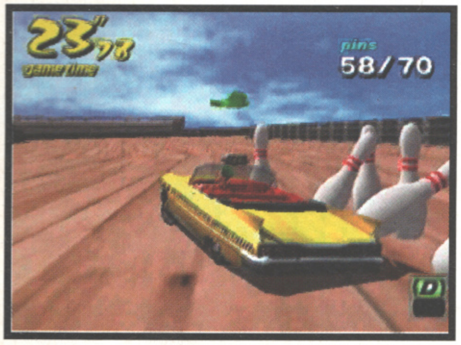
Good job this greasy, sweaty bum has an open top cab. It'd probably stink otherwise



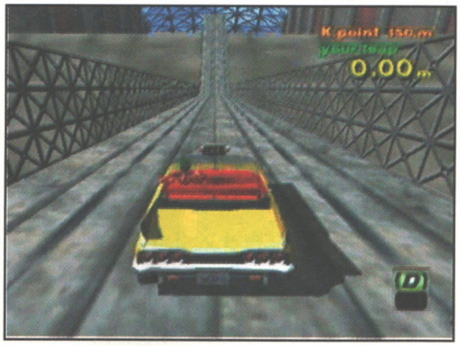
This honey may look sweet, but she's willing to break a nail or two chasing that ultimate fare

CRAZYBOX

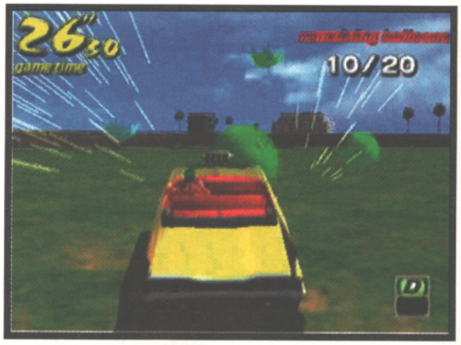
If you get tired of ploughing through the cluttered, polluted streets of San Francisco, Crazy Box offers some respite. Essentially a series of off-the-wall challenges and mini-games, it's easy to lose yourself in a trance of self competition as you fight to better your scores. It's damn useful for learning the finer points of the control system too. What a strange coincidence, eh?


23"78
game time
pins
58/70

Ten-pin bowling in a cab? Better practise those Crazy Drifts


K point 150.m
your leap
0.00m

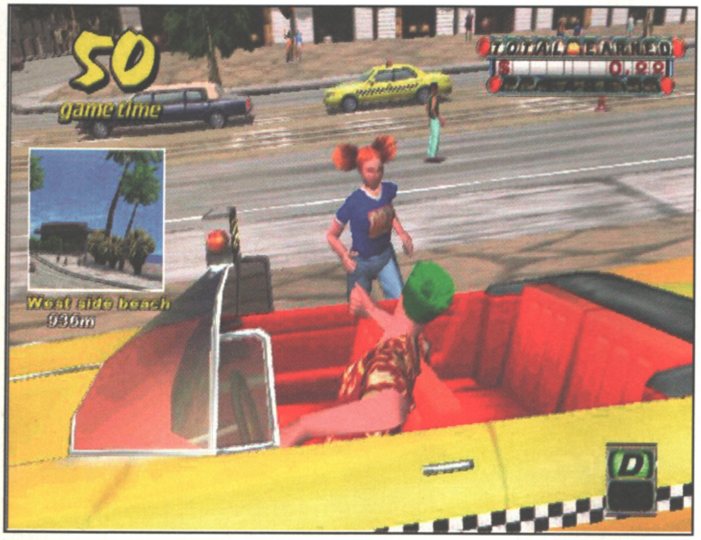
Mastering the Crazy Dash is the key to making this enormous jump


26"30
game time
10/20

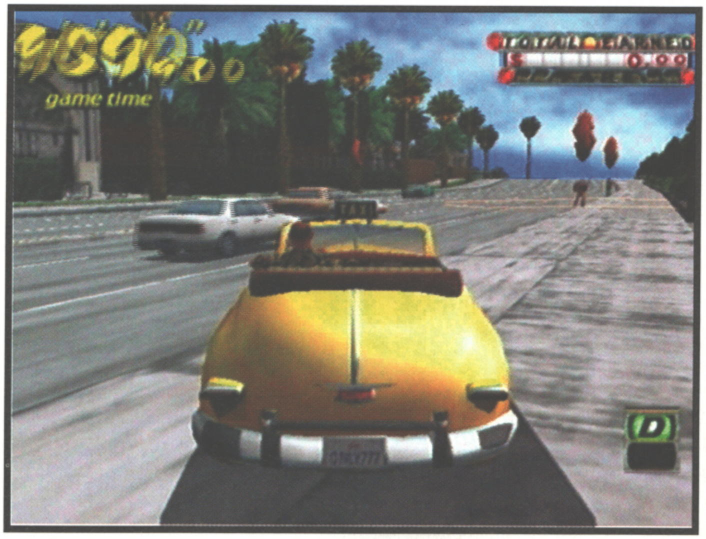
Burst all the balloons before the timer hits zero. Plenty o' fun

HEADTOHEAD

As *Crazy Taxi* on PS2 is a direct port of the DC version, we went back to check how good the conversion was and to see if any improvements had been made. The PS2 version has more pop-up than the DC version, surprisingly, though we've been assured it'll be sorted out for release. It'd better be or we'll be up in arms.


50
game time
TOTAL EARNED
$ 0.00
West side beach
936m

The original: can you spot any essential differences between this and the PS2 version?

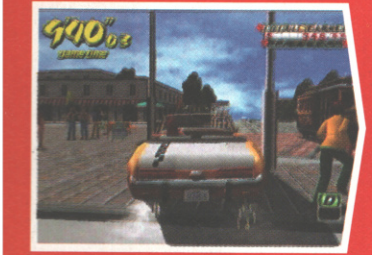

game time
TOTAL EARNED
$ 0.00

The port: basically an exact replica with a better frame rate but horrible pop-up on cars

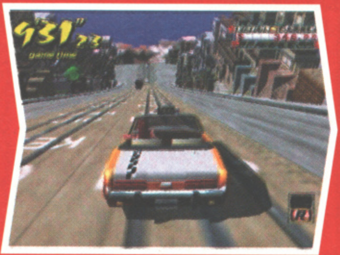
INSTANT PLAYER GUIDE INSTANT PLAYER GUIDE INSTANT PLAYER GUI

DASH FOR THE CASH

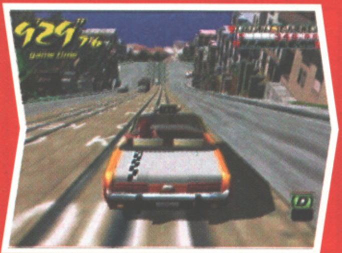
If you don't want to end up like some filthy tramp eating out of bins, you're gonna have to learn the get-rich-quick Mastering the Crazy Dash will help.


940"03
game time

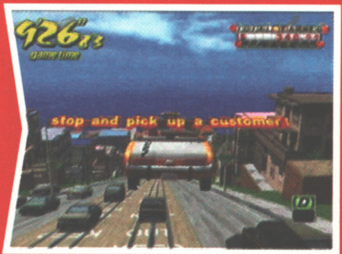
Having just dropped someone off, you accelerate away slowly. Not good enough, pal


931"73
game time

You need to quickly release the accelerator and immediately slam your cab into reverse


929"76
game time

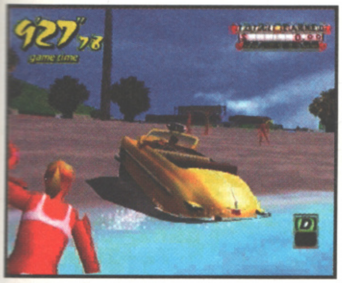
Equally swiftly, slam the car back in drive, then reapply the accelerator a split-second later


926"83
game time
stop and pick up a customer!

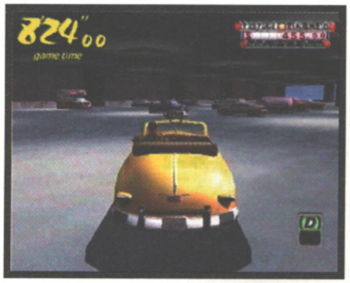
If you've done it correctly, you car will lunge forward with a burst of speed. Whoop whoop!

TALE OF TWO CITIES

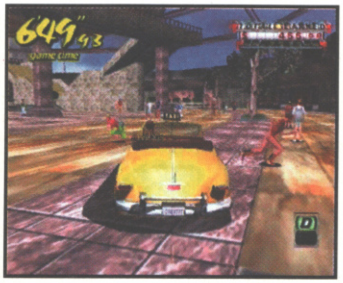
You get two cities for your money. Arcade mode sticks you in the coin-op version of 'Frisco, while Original mode gives you the extra city from the DC version with its altered layout and exaggerated details. For the trainee cabbie, try picking the ten-minute option to give yourself time to explore for those insane shortcuts.



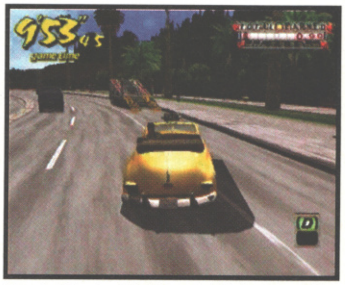
Arcade: Put your best David Hasslehoff trunks on and head to the beach for bikini-clad tottie



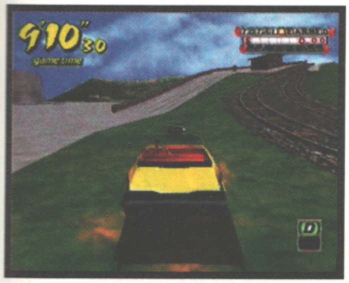
Arcade: Speed into the multistory car park and fly off the roof for an awesome shortcut



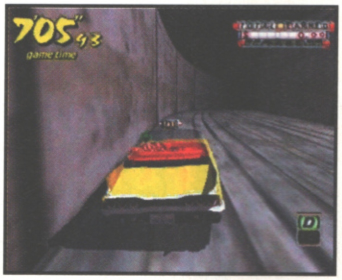
Arcade: Let's be honest, those expansive indoor malls were made for high speed driving, right?



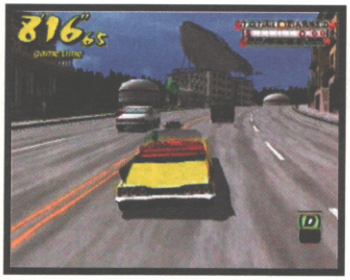
Arcade: The circuit is littered with tiny ramps that let you soar over traffic, earning bonus points



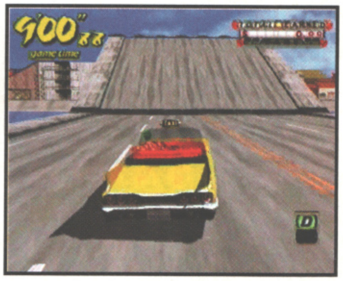
Original: In this mode you can choose from the overland train…



…or underground. Either way, both suck like their real-life counterparts



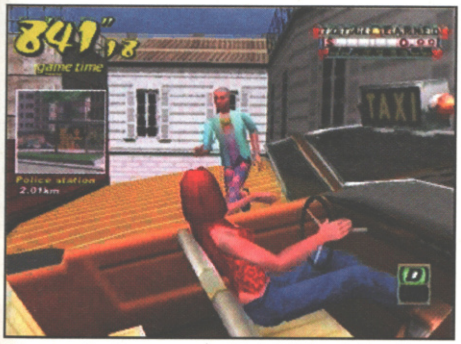
Original: Hey, there's even a giant artificial whale thingy. Now you don't get those in London



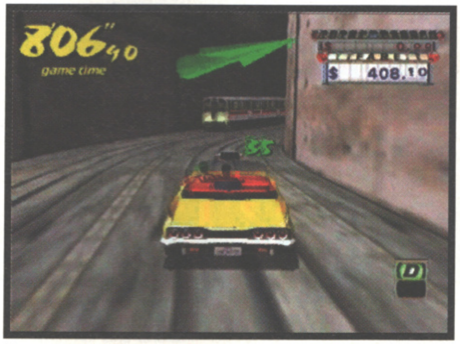
Original: The new course contains immense ramps that let you soar across the city

HIDE 'N' SEEK

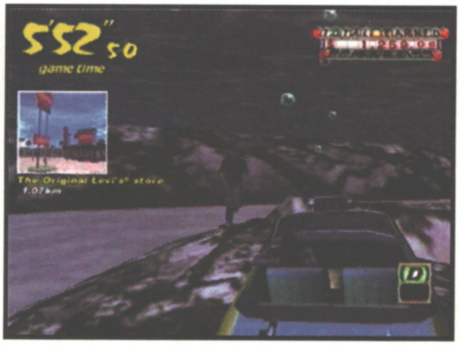
In a town as inescapably insane as this, don't think the best place to look for fares is by the roadside. Oh no, those crazy Yanks'll get everywhere, and you'll have to forage in every nook and cranny if you want to uncover the punters with the biggest tips. Ooh, does that sound rude? Good, it's the cabbie way.



Using exceptional common sense, this dude hails cabs from his favourite roof-top spot. Doesn't stop Gena reaching him, though



The world of public transport takes no prisoners. So you cast that stiff upper-lip aside to poach this guy before the train got him



Taking an open-top cab into the sea. Top plan. At least you should make a few, um, squid out of these people. Sorry. Sorry. Sorry

WHAT WE THOUGHT…

IF YOU LIKE THIS TRY THESE…

Crazy Taxi (DC),
Driver 2 (PSone),
Smuggler's Run (PS2)

SO, IT'S FINALLY HAPPENED

Reviewing this is tricky: the game's already been out a year on Dreamcast, and Acclaim's deal with Sega has forced it to do an exact port of the DC version, with no gameplay enhancements.

While smug Sega fans may scoff, pointing a sage finger at the forthcoming DC sequel, for Sony lovers there really is nothing that compares to *CT* on PS2. We still believe there are few gaming experiences to match the rush of battering your way through crowded city streets at high speed in a bright yellow vehicle that repeatedly defies the laws of physics.

QUICK FIX

Crazy Taxi's strength lies as a post-pub adrenaline-pumper. It's a coin-op conversion and even the console-only options seem geared towards the quick-fix rather than extended play. But this is maybe the game's one flaw, as those looking for long-term immersive kicks might feel a tad let down.

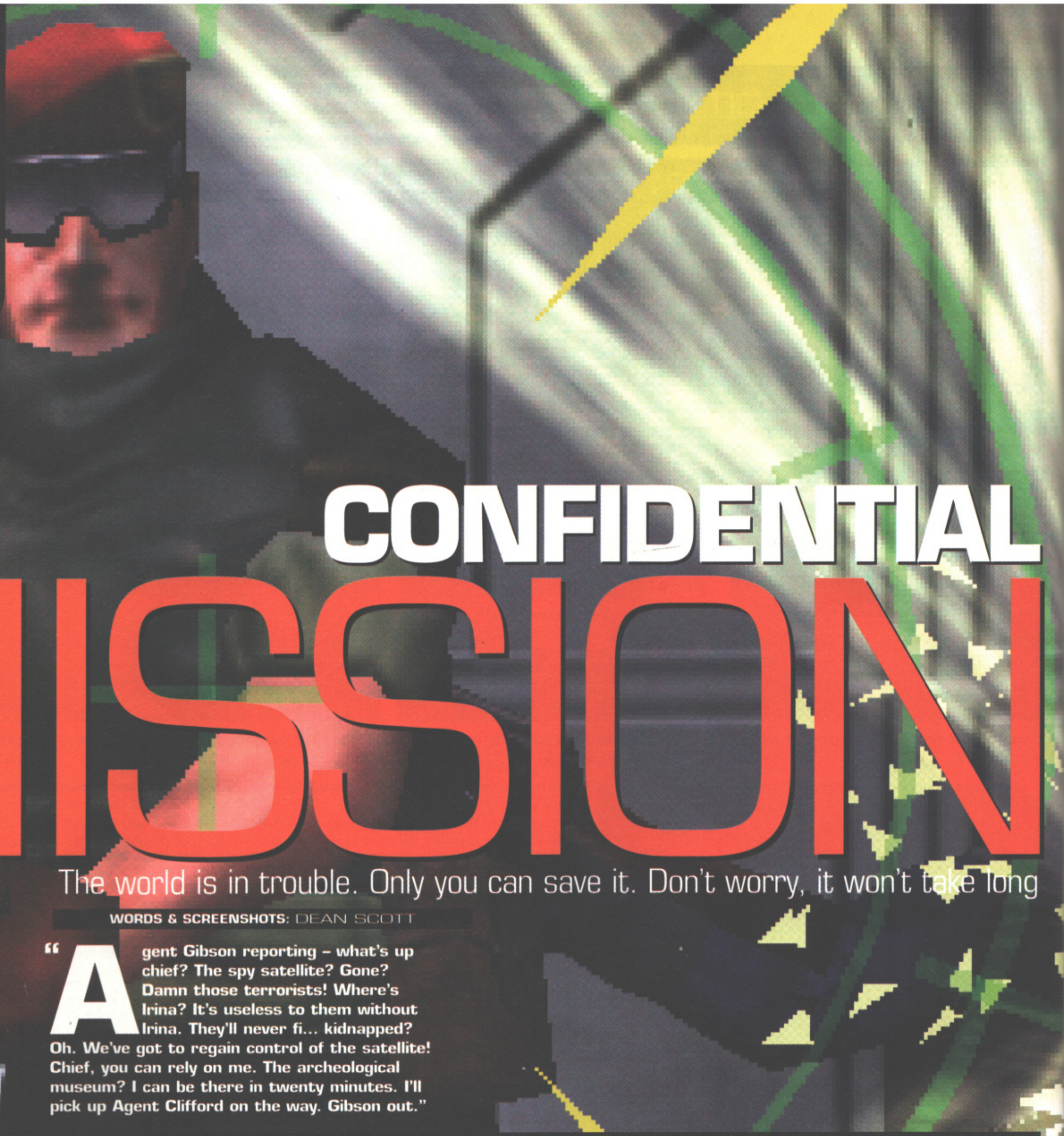
WORTH PLAYING?

Being an exact port, the same criticisms apply to this as did to the DC version. First and foremost, this is a shallow game. You drive like a maniac around a city, picking up and dropping off willy-nilly until the timer runs out. That's it. It just happens that *CT* turns such a simplistic concept into one of the most exciting arcade racers ever. People looking for *Gran Turismo*-like depth won't find it here – this is as brazen and unashamed an arcade game as you'll find. The mini-games, though fun, don't distract from this fact, so how much you'll be playing this in months to come is questionable. Nevertheless, a year later and *Crazy Taxi* still rocks.

computer and video Games
★★★★

Dreamcast

COST: £29.99
OUT: NOW
MULTIPLAYER: **1-2**



CONFIDENTIAL MISSION

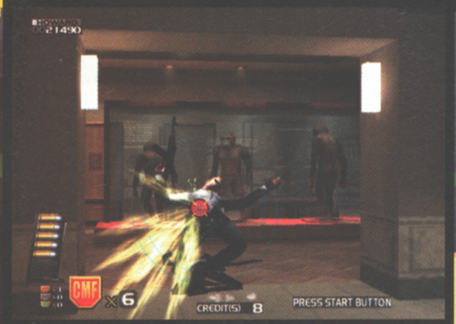
The world is in trouble. Only you can save it. Don't worry, it won't take long

WORDS & SCREENSHOTS: DEAN SCOTT

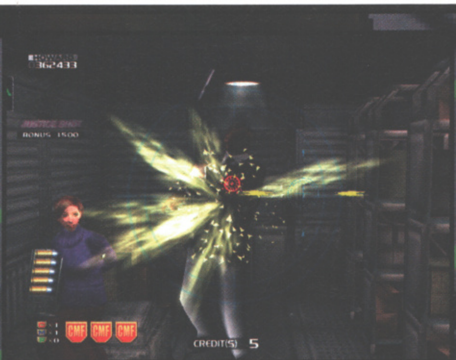
"Agent Gibson reporting – what's up chief? The spy satellite? Gone? Damn those terrorists! Where's Irina? It's useless to them without Irina. They'll never fi... kidnapped? Oh. We've got to regain control of the satellite! Chief, you can rely on me. The archeological museum? I can be there in twenty minutes. I'll pick up Agent Clifford on the way. Gibson out."

ARCADE ACTION

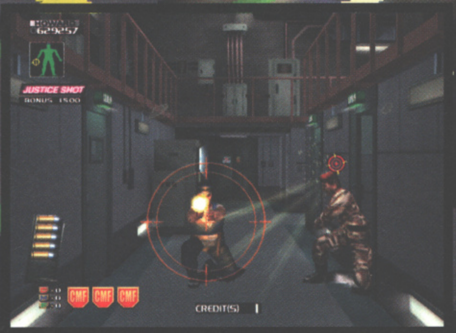
Confidential Mission is a gun game from the people that brought the world *Crazy Taxi*, *Virtua Tennis* and *Virtual On*. That list of previous classics should give you a steer that *Confidential Mission* is a cracking arcade style blast – while it lasts. But with only three missions and 'on rails' gameplay, it won't take long before you've seen it all.



Kick off in the Archeological Museum looking for the spy satellite control disc. Who said museums were boring?



Mission Two is all about rescuing satellite expert Irina Mikhailova from a train. Watch the bird in the nice purple polo neck

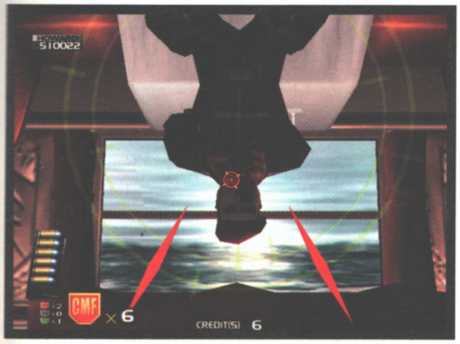


The final level is an all-action shootout deep inside the enemy's base For a bunch of terrorists, they're pretty well turned out

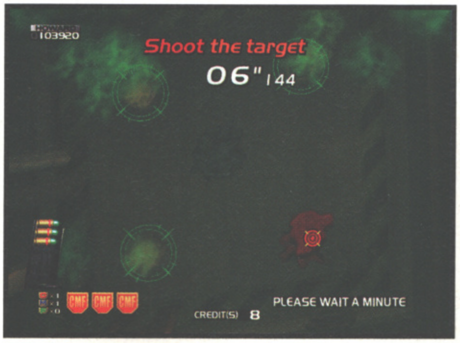
CREDIT(S

DOUBLE O HEAVEN

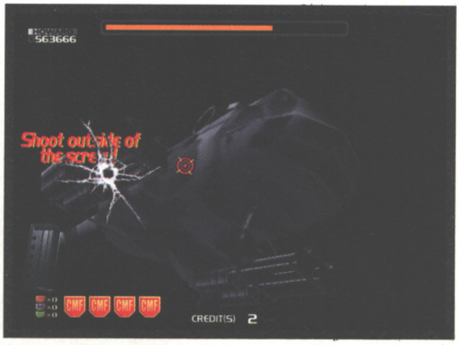
Confidential Mission is a secret agent caper. But despite some cheesy lines and caricatured enemies, it's more James Bond than Austin Powers. Agent Howard Gibson is a dead ringer for Pierce Brosnan as 007. Playing the game is like living out Bond's greatest hits, all cut together so quick there's barely time to draw breath in between.



Gibson hangs upside down like a monkey and shoots in through a train window on the second mission. Pure class



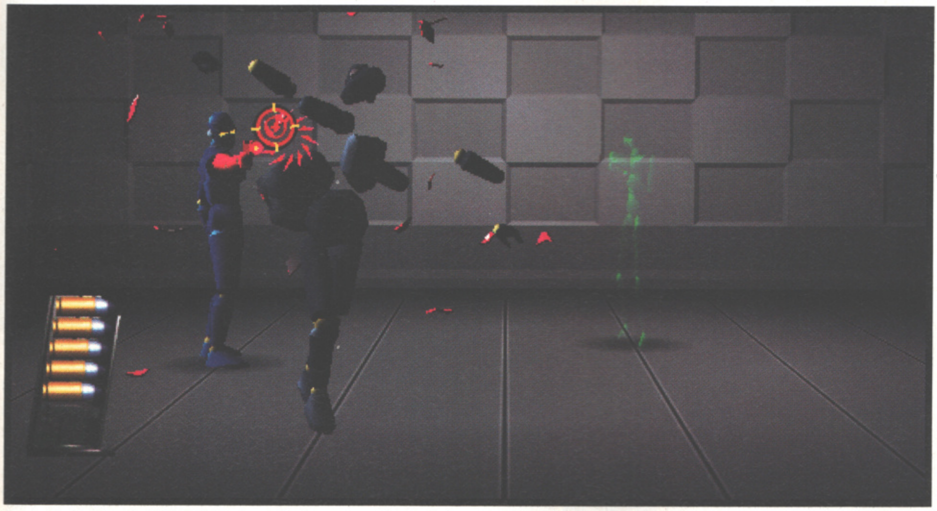
Oh no! Poison gas! Plug the vents with your gunk gun before the deadly green stuff overwhelms you



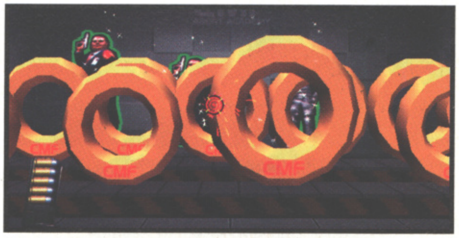
One man and his pistol against a giant gunship. Only Howard Gibson could come out on top in a situation like this

AGENT ACADEMY

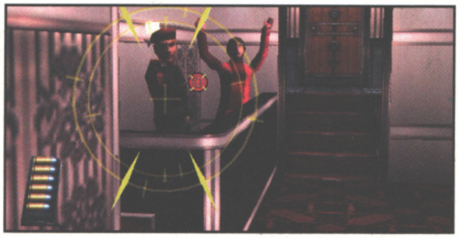
Just to add a little bit of replay value over the arcade game, Sega has thrown in an extra mode called 'Agent Academy'. It's a series of sub-games like you'd find in *Point Blank*. But whereas the main game is enjoyable without a gun, this mode is almost IMPOSSIBLE without a lightgun. And even then you'll need speed of light reactions.



Learn the 'justice shot'. Plug the bad guys in the arm to take out their weapon. Do this in the main game for extra points



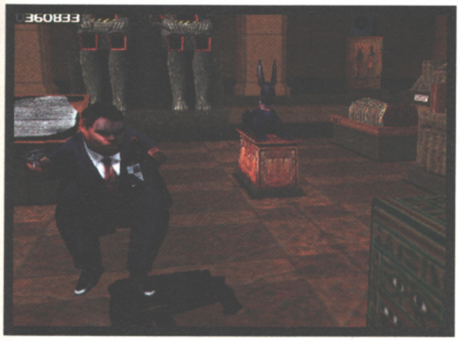
This hoop shooting game could've come straight out of *Point Blank*



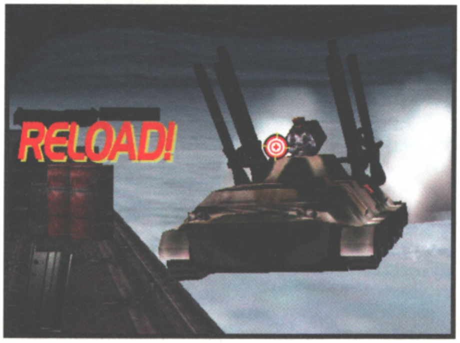
Learn the skills and then practise them in a real environment

WHO'S THE BOSS?

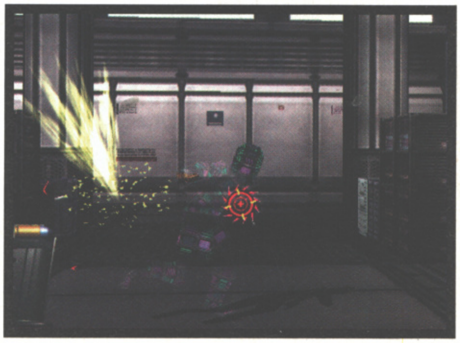
Every mission is broken up into stages, but the final act always includes a shootout with a boss character. Each boss will fire massive amounts of projectiles at you, and you've got to pick these off to have a chance of getting through. If you just concentrate on shooting the boss, his rockets will rip you apart and it's Game Over.



Supported by snipers and hidden rocket launchers, this leaping fat boy is the Mission One chief. He takes you on in a big exhibition hall



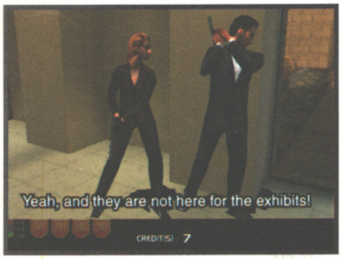
Mission Two and you're confronted by a rocket tank. Cap the driver as he pops his head out of the hatch and shoot down the rockets



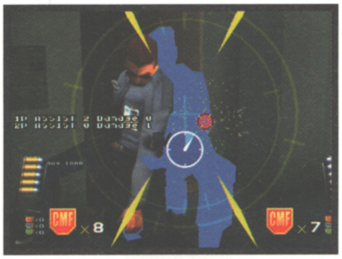
The last boss quickly dons a stealth suit. He's charging about in a warehouse and you can barely see him – let alone hit the sucker

FOXY LADY

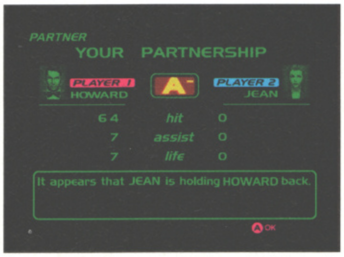
Unless you're totally blind, you can't fail to spot Gibson's glamourous partner vamping her way through the cutscenes. She's also a member of the Confidential Mission Force unit, and her name is Jean Clifford. If you play in two-player, the second gun sight twitching on the screen is hers. In one-player, she just makes the cutscenes more fun.


Yeah, and they are not here for the exhibits!
CREDIT(S) 7

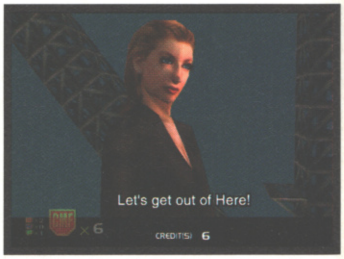
Agent Jean Clifford certainly knows how to dress



Guys coloured blue can only be killed by Clifford


PARTNER
YOUR PARTNERSHIP
PLAYER 1
HOWARD
A
PLAYER 2
JEAN
64 hit 0
7 assist 0
7 life 0
It appears that JEAN is holding HOWARD back.
OK

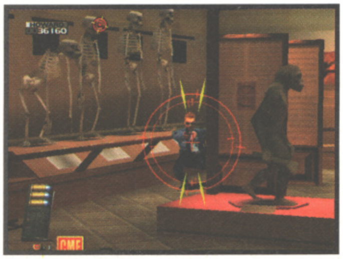
Your teamwork is assessed at the end of the level


Let's get out of Here!
CMF ×6
CREDIT(S) 6

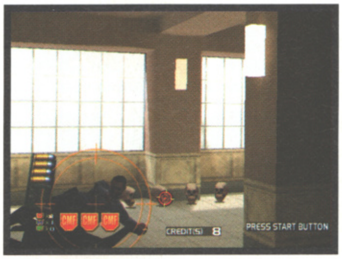
Does Gibson 'do a Bond' with her at the end?

SHOOT ALMOST EVERYTHING

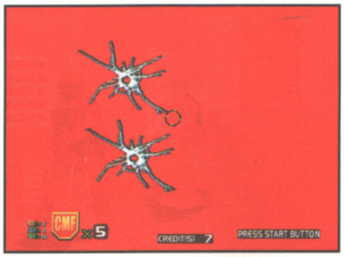
Trying to save the world from destruction at the hands of crazy terrorists isn't easy. There's plenty to see and a lot of sharp-shooting to do before you hook up with the final boss. There are plenty of secrets you can unlock by hitting the right stuff.



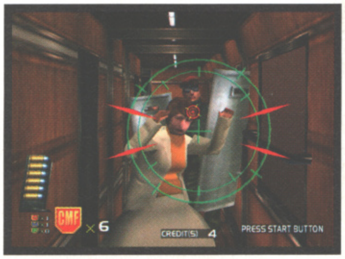
Shoot the four skulls in the background on mission one if you get the time…


CMF CMF CMF
CREDIT(S) 8
PRESS START BUTTON

…and they pop up to test your marksmanship skills again later in the level


CMF ×5
CREDIT(S) 7
PRESS START BUTTON

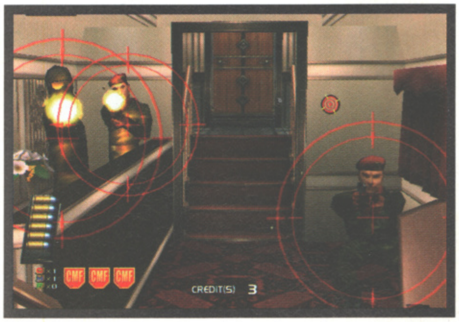
If a bad guy's got a red cursor on him, he's about to shoot at you. Better get your shot in quick


CMF ×6
CREDIT(S) 4
PRESS START BUTTON

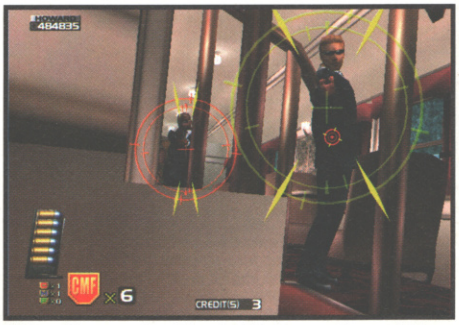
Make sure you don't kill any innocents – easier said than done as they're damn near everywhere

GUN OR PAD

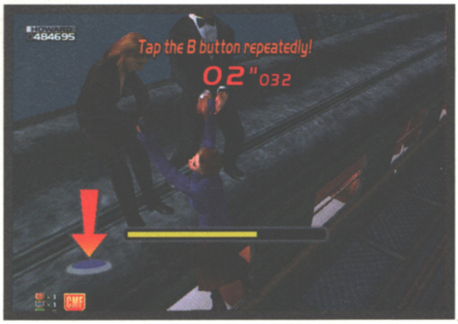
If you've got a DC lightgun, you'll probably be rushing out to get *CM*, as things've been a bit quiet on the shooting front in Europe since *House of the Dead 2*. To be honest, a gun is pretty vital to make progress in the Agent Academy mode but the main game is perfectly playable with a pad. So if you like what you see, don't be put off even if your DC ain't tooled up.


CMF CMF CMF
CREDIT(S) 3

With a lightgun, you get no crosshair to show where you're aiming


HOWARD
484835
CMF ×6
CREDIT(S) 3

With a pad, you use the stick or the D-pad to move the crosshair


HOWARD
484695
Tap the B button repeatedly!
02"032
CMF

Playing with a pad certainly helps for the button-bashing sub-games

WHAT WE THOUGHT…

IF YOU LIKE THIS TRY THESE…

***Virtua Cop 2* (Saturn, DC import)**
***Time Crisis* (PS)**
***Point Blank 2* (PS)**

ARCADE PERFECT

Confidential Mission was an excellent arcade game. The DC version is a spot-on port, but you'd have to be a pretty committed gun game fan to think the home version is good value. The three levels are amazingly good fun to shoot through, but we completed it in just under 28 minutes – it would've been under 25 if we'd skipped the cutscenes. In anyone's language, a pound a minute for a Dreamcast game isn't exactly a great return on your cash. You'll play it through again a few times as it's fun, but the short lifespan is *CM*s fatal flaw.

HARMFUL ADDITIVES

The Agent Academy mode is the big addition over the arcade version, but it's not anything like as much fun as the main game. You'll play it to the end because it's there, but next to the innovation shown in *Point Blank* it's a little bit dull. The only interaction the player has in *Confidential Mission* is in killing things. You can't dodge like in *Time Crisis*, and you can't choose your route around the levels.

RENT-A-KILL

That said, *CM* is still a fine game. The levels are well thought out and the situations Gibson ends up in are exactly like playing out a Bond movie. The body count is frightening and occasional 'skill shot' sequences are a nice addition. It's just a shame there isn't more of it. You should definitely play it, but you probably shouldn't buy it.

computer and video Games
★★★

PS2

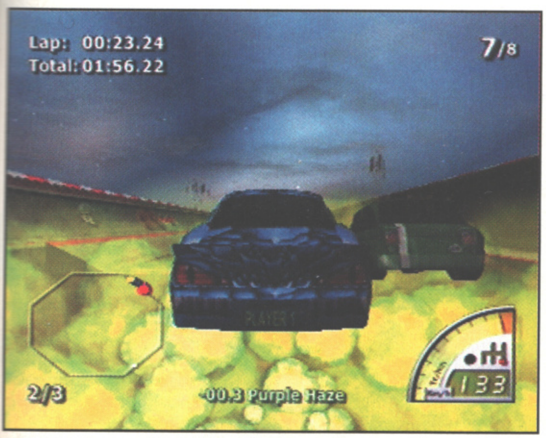
COST: £39.99
OUT: NOW

MULTIPLAYER: **1-2**

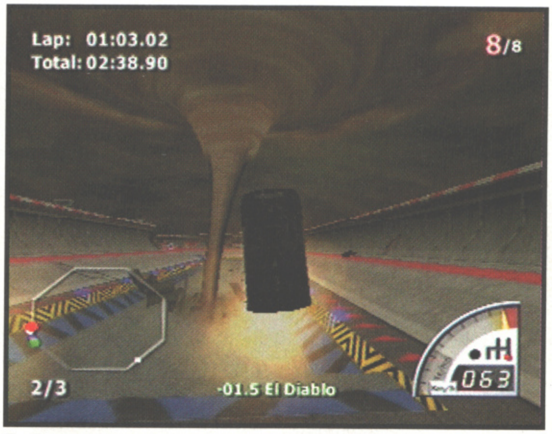
RUMBLE RACING

Let's get ready to rumble

WORDS & SCREENSHOTS: MAURA SUTTON


Lap: 00:23.24
Total: 01:56.22
7/8
2/3
-00.3 Purple Haze
133

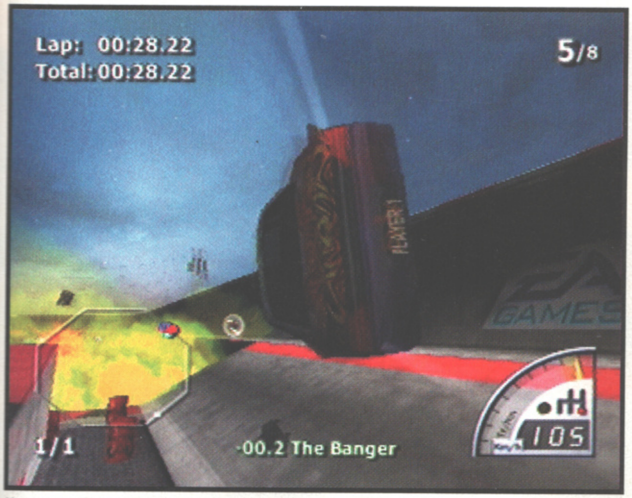
Farting is never a sociable act in confined spaces. Someone strike a match


Lap: 01:03.02
Total: 02:38.90
8/8
2/3
-01.5 El Diablo
063

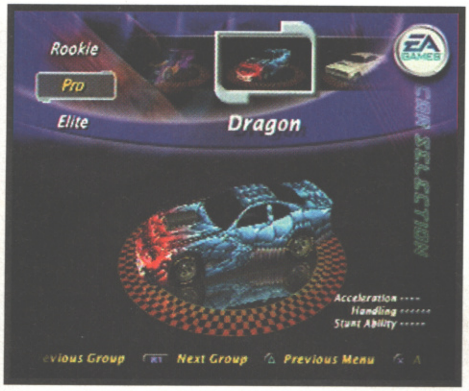
The Twister is the coolest power-up ever. Check out that cyclone

Lap: 00:13.44
Total: 03:29.18
8/8
3/3
-01.1 El Diablo
047

Parallel parking skills are required by this old banger. Hope you passsed your test


Lap: 00:28.22
Total: 00:28.22
5/8
PLAYER 1
GAMES
1/1
-00.2 The Banger
105

You can perform mid-air stunts to earn Nitro Boosts for that extra ounce of oomph


Rookie
Pro
Elite
Dragon
CAR SELECTION
Acceleration
Handling
Stunt Ability
vious Group
Next Group
Previous Menu

Take your pick from a whole range of shimmering, metallic beauties

Lap: 01:10.58
Total: 01:10.58
4/8
1/1
00.0 Muscle Car
121

Duelling to the death with the other front runners can be an absolute blast

WHAT YOU NEED TO KNOW

Racing games. You either like them or you don't. Some find them too easy and cheapened by arcade style graphics, some find them too hard with frustrating emphasis on realism. *Rumble Racing* could change both sets of mind.

THRILL RIDE

Yes, it's an arcade style racer with the sort of classy visuals usually reserved for more high-brow driving games. But coming from the makers of the awesome *SSX Snowboarding*, it's also jam-packed with cool power-ups and secret shortcuts. There's an option to turn off the power-ups for purists who want to concentrate on burning rubber, but why deny yourself the intense pleasure of unleashing a twister hurricane and sending your rivals crashing through the air?

LOVE YOU LONG TIME

There are three different types of Championship mode to be unlocked, namely Rookie, Pro and Elite. To proceed you must win a Gold Medal on each track.

When you've unlocked every secret you'll have 36 custom cars available to choose from, some of which are only found by driving over secret Easter eggs hidden in each level. The fifteen tracks are all visually stunning and include three stunt tracks. You're also encouraged to throw in as many mid-air stunts as possible during the regular races.

WORTH PLAYING?

You'll certainly have a great time playing *RR*. Puritans who frown at the power-ups and crazy shortcuts should wait for *GT3*. The rest of us will be giggling like lunatics as we sabotage our mates in all manner of paint-scraping and chassis-shattering ways.

Rumble Racing gives you the same feeling of exhilaration as *SSX*, only with all the added benefits of gorgeous sleek cars and spectacular crashes. Snap it up.

Lap: 01:01.10
Total: 02:30.94
8/8
2/3
-00.4 Dragon
141

Be prepared to take plenty of tumbles

Lap: 00:57.54
Total: 00:57.54
1/8
1/1
+00.0 Cataclysm
137

The emphasis on power-ups in here might upset those who demand realism, but it just makes things a lot of fun for the rest of us

computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
SSX (PS2), *Ridge Racer V* (PS2), *Mario Kart 64* (N64)

NINTENDO64

COST: £49.99
OUT: NOW
MULTIPLAYER: **NO**

WORDS & SCREENSHOTS:MAURA SUTTON

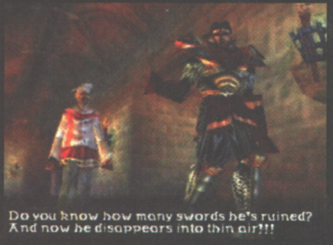
AIDYN CHRONICLES: THE FIRST MAGE

Saddle up, it's traditional RPG time on the N64

Some might say that the N64 is a dying force, but there are still plenty of great games being released – including *Conker's*, *Banjo Tooie* and *Majora's Mask* – which continue to push the great console to its very limits. Surprisingly, there have been very few traditional RPGs released on the console to date. *Aidyn Chronicles* is a belated attempt to correct this omission.

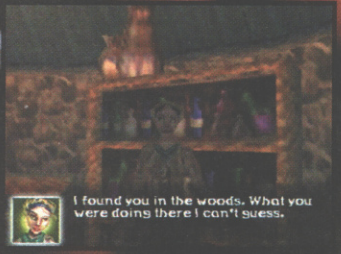
WHAT'S IT ALL ABOUT, ALARON?

AC is the story of young orphan squire called Alaron, who has been raised by the King of Gwernia. At the start, everyone in the King's Castle is angry with Alaron for recklessly running off into the dark woods. Is he daft or is something sinister afoot?



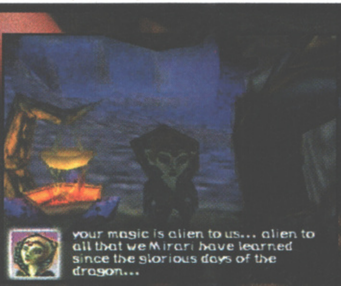
Do you know how many swords he's ruined?
And now he disappears into thin air!!!

Alaron is seeking his missing mate Kendall. but a band of evil Goblins have sent him to a sticky end



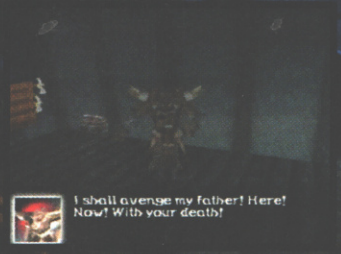
I found you in the woods. What you were doing there I can't guess.

The Goblins poison Alaron but Oriana rescues him. The King sends Alaron to Erromon to find a cure



your magic is alien to us... alien to all that we Mirari have learned since the glorious days of the dragon...

The Mirari healer will remove the poison if Alaron kills the leader of the invading Goblins

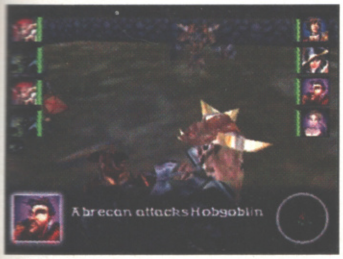


I shall avenge my father! Here! Now! With your death!

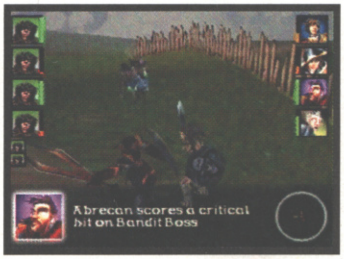
Turns out the Goblin Leader is huge and doesn't take too kindly to being attacked by tiny humans

MAKE IT STOP

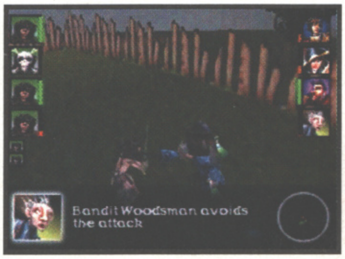
Travelling from town to town, your party will face frequent random battles which will help you to build up Experience Points. They will also help you to catch up on lost sleep, as the turn-based skirmishes are so long-winded you could easily drop off for a quick cat-nap whilst waiting for the enemy to complete their manoeuvres.


Abrecan attacks Hobgoblin

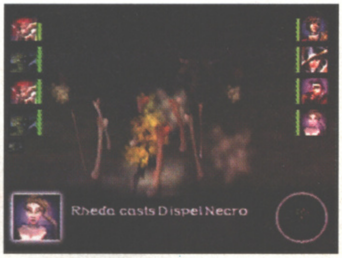
Unless you use ranged weapons you must be very close to the enemy in order to strike them


Abrecan scores a critical hit on Bandit Boss

Successful battle tactics mean lots of planning and scheming to defeat the powerful multiple enemies


Bandit Woodsman avoids the attack

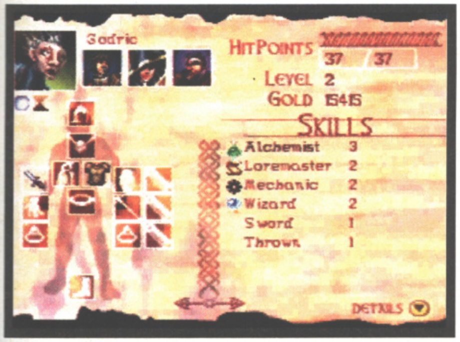
Constant dodging of blows by the enemy and your own party will make you fume with frustration


Rheda casts Dispel Necro

If you've got a wizard in your party, try casting a few spells. Or just stand there and look pretty

PLAY THE GAME

Picture the most traditional RPG you can imagine. Think turn-based combat, wizards, goblins, trolls, swords and sorcery. Hold that thought, toss it in a nutshell and you've got *AC*. This is not necessarily a bad thing. Classic RPGs can still be fun to play if well done and there are plenty of people who like to keep their gaming straight and simple.


Godric

HitPoints 37 37

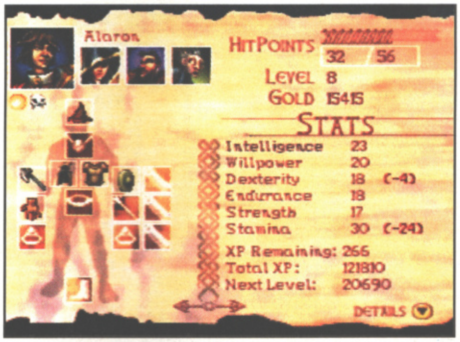
Level 2

Gold 15415

Skills

Alchemist	3
Loremaster	2
Mechanic	2
Wizard	2
Sword	1
Thrown	1

Before setting out Alaron chooses other party members. It's a good idea to have a balanced mixture of warrior, wizard and thief


Alaron

HitPoints 32 56

Level 8

Gold 15415

Stats

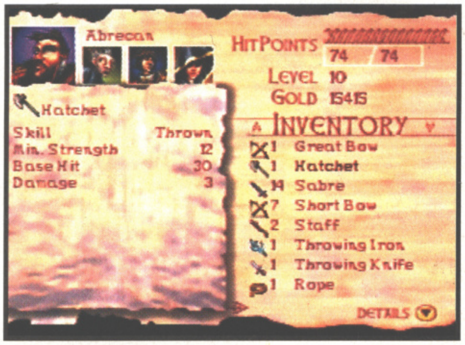
Intelligence	23	
Willpower	20	
Dexterity	18	(-4)
Endurance	18	
Strength	17	
Stamina	30	(-24)

XP Remaining: 266

Total XP: 121810

Next Level: 20690

Each character's Stats and Skills can be levelled up by combat. Some of the Skills are quite unusual. Singing wizard, anyone?


Abrecan

HitPoints 74 74

Level 10

Gold 15415

Hatchet

Skill	Thrown
Min. Strength	12
Base Hit	30
Damage	3

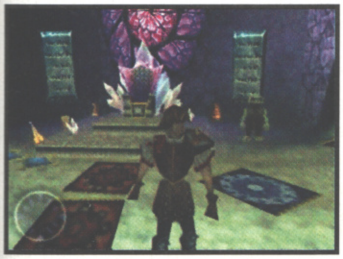
Inventory

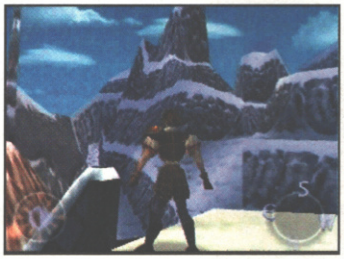
1	Great Bow
1	Hatchet
14	Sabre
7	Short Bow
2	Staff
1	Throwing Iron
1	Throwing Knife
1	Rope

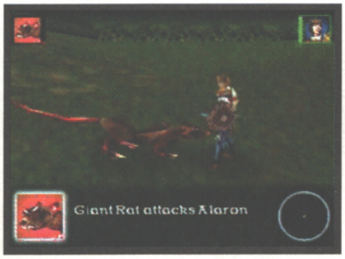
Inventory screen: play dress-up with your merry band. You can win equipment in battle, find it when travelling or buy it in shops

3D REALMS

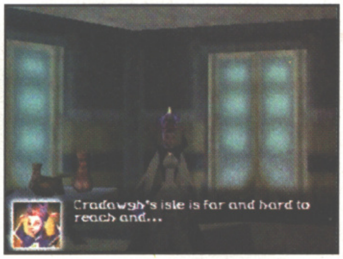
You need an Expansion Pak to get the best out of *AC*, or the graphics look drab and dull. The 3D environments have been done better before, although some of the interiors are pretty funky. The characters and monsters are fairly basic to begin with, but as the story progresses things start getting more than a little weird. In a good way.


This is the home of the Mirori leader. Nice rugs


Erroman is one of the prettier kingdoms you see


Giant Rat attacks Alaron

Mauled to death by a pack of grey smudges. Hmm


Cradawgh's isle is far and hard to reach and...

Cutscenes are better with your Expansion Pak

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Summoner* (PS2), *Final Fantasy IX* (PSone),**

SAD BUT TRUE

Nintendo has been the home of some of the most awesome RPGs in the world, but *Aidyn Chronicles* certainly isn't one of them. Which is a real pity, because the story actually has some interesting elements and the humorous interaction between characters makes you really care what happens to them.

HARD GRAFT

The average RPG fan will probably find the unwieldy turn-based combat system head-mashingly annoying. However, if you can manage to struggle through the first ten hours or so of gameplay and build your party into a formidable fighting unit, then you'll find the combat gets easier to handle and infinitely more enjoyable.

WORTH PLAYING?

If your only console is an N64, you've got some dosh to burn, you've finished the sublime *Legend of Zelda: Majora's Mask* and you must play an RPG soon or you'll explode into a million pieces, give *Aidyn Chronicles* a try. You'll need lots of patience as well as an Expansion Pak, but your efforts will eventually be rewarded. Traditional RPG nuts with a short fuse and a PS2 should opt for the far superior *Summoner* or *Final Fantasy* series.

computer and video games

★★★

PC CD ROM

COST: £34.99
OUT: JUNE
MULTIPLAYER: 1-8

EMPEROR: BATTLE FOR DUNE

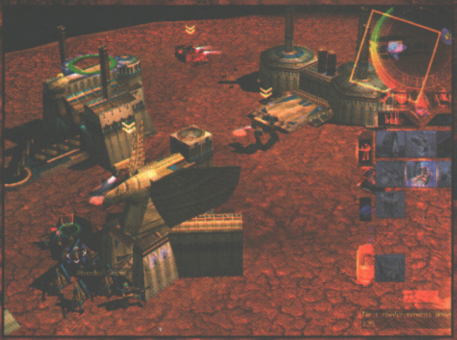
No more Mr Spice Guy

WORDS & SCREENSHOTS: RHIANNA PRATCHETT

Welcome back to the planet Arrakis, also known as Dune. Or Doon if you're American. After the shameless 1998 rip-off that was *Dune 2000*, we are given this, the latest to join the haloed dynasty begun by the great granddaddy of RTS games itself, *Dune 2*. *Emperor: Battle for Dune* marks Westwood's first foray into the world of 3D, and some might say it's about bloody time for a developer that prides itself at being at the forefront of the genre. At its core *Emperor* is still basically *Dune 2* with a makeover, but that's no bad thing. It's kind of like when Jordan got those, er, figure enhancments. Men loved her before – they just love her all the more now.

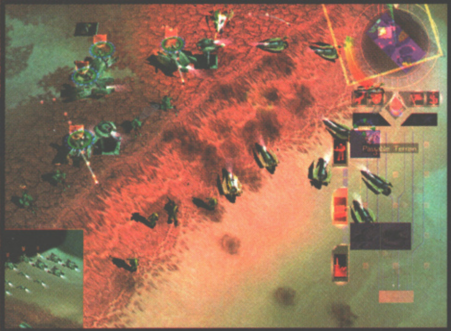
GOOD, BAD AND UGLY

You choose from the same three sides as ever. The Atreides are the goody-two shoes outfit, a damn fine bunch who rely on strong infantry. The Harkonnen are dark, evil with slow, powerful weaponry. The Ordos are the weird kids, who have some of the most interesting and fastest units on the battle field.



The Atreides: boringly good, but on the plus side they are led by Michael Dorn (Worf, 'boring but good' from Next Generation Trek)

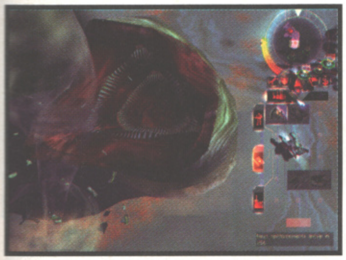
The two warring sons of House Harkonnen; who will you choose? The fat ginger git or the Sting wannabe?



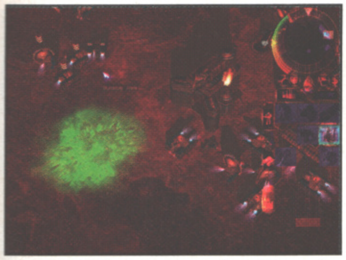
The Ordos are nippy little devils who count chemical weapons among their bizarre collection of armaments

WORMS: OH,MY!

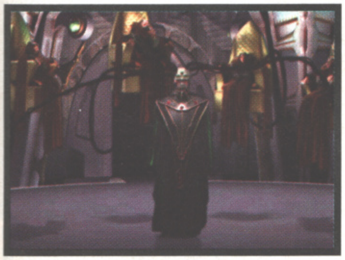
The fabled worms of Arrakis are graphically breathtaking. While they may not be armed with rocket launchers, they're tough mothers. The big ones can be controlled by the Fremen, and the even bigger ones can swallow a whole army.



It's so awesomely impressive when a worm actually appears that you're quite willing to forgive it for swallowing half your units



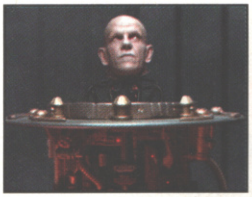
Not all the battles take place on Dune. This one is on the Harkonnen home planet of Geidi Prime



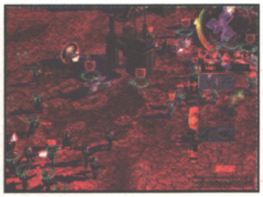
The FMV scenes are pretty well executed and add an absorbing element to the gameplay. The acting won't win any Oscars though. Typical Westwood

JOIN UP, BE A MAN

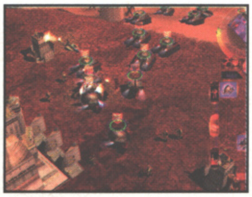
You can ally with any one of five sub-houses and gain even more unique technologies. This way you'll be able to raise the dead, change shape or even create fake units to make your army seem larger.



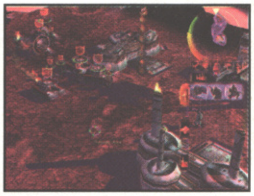
The Ordos' idea of a good time. They've been playing too much *Rayman*. Where's his chopper hair?



Ally with the Sardaukar and you'll have some very powerful infantry units at your disposal



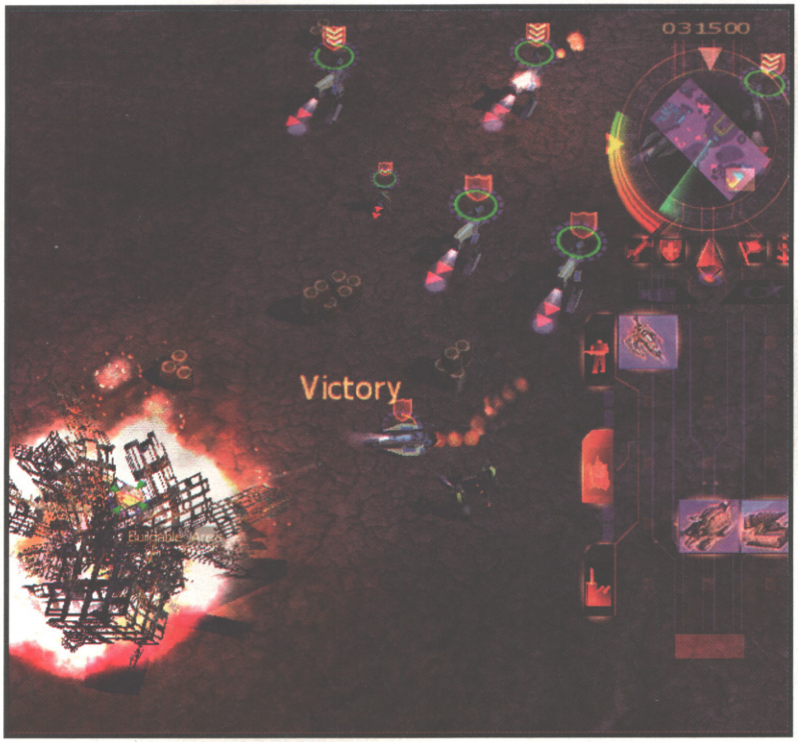
House Atreides doesn't like the Tleilax. They'd rather you sided with House Ix. We'll leave it up to you



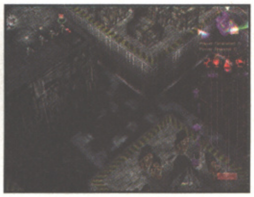
The problem with siding with the Harkonnens is that once they get in, it's very hard to get them out again

3D OR NOT 3D

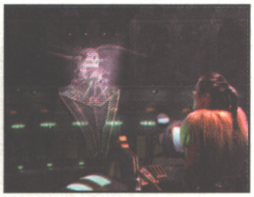
3D adds a substantial level of depth to RTS gameplay and the developers' decision to take the Dune universe into the third dimension really has paid off. Even down to the smallest battles, the atmosphere is that much more vibrant and intense.



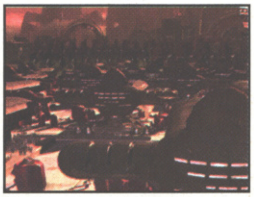
Ah there's nothing like the sweet smell of victory in the morning. Check out that explosion - mint, eh?



Some missions, like exploring this frigate, only give you a few troops, so use them wisely



You'll meet some pretty strange characters on your way. Remember, 95% of them of them are insane



The Xbox joypad factory. Allegedly

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Z: Steel Soldiers* (PC)**
***Earth 2150* (PC)**
***Sudden Strike* (PC)**

STRONG AS A BULL
Emperor contains the kind of good solid RTS gameplay we've come to expect from the Westwood stable. The building, resource management and execution of the game could've been taken from *Command & Conquer*, *Red Alert 2* or pretty much any of that developer's RTS titles. *Emperor* benefits from the depth and imagination contained within the Dune universe (which has been chugging along now in various incarnations for 35 years). You just need to look at the sandworm in the screenshot above to see how 3D has helped to bring that universe alive like never before.

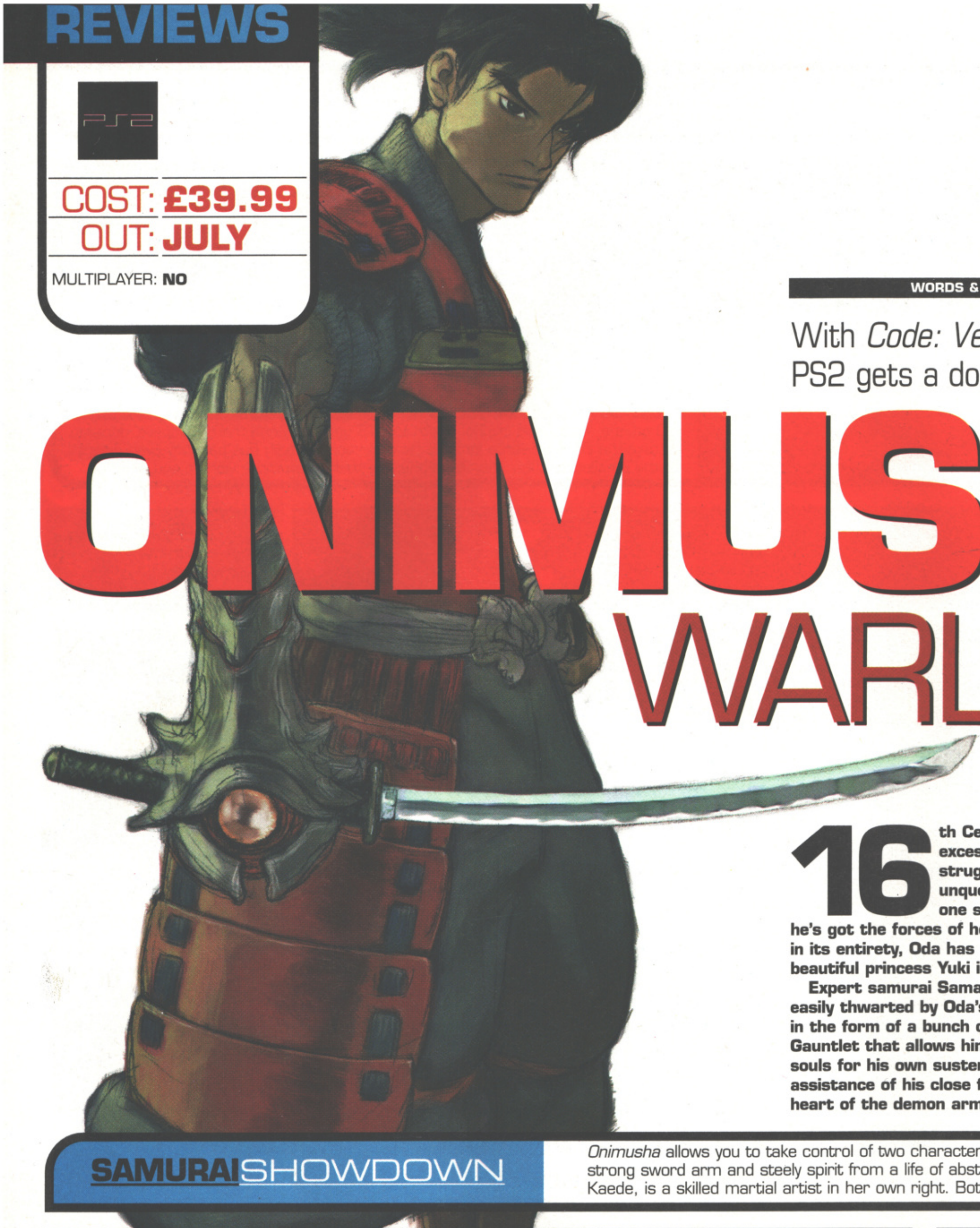
LIGHTS, CAMERA, ACTION
The 3D engine, though not perfect by any means, works well enough to produce impressively absorbing, heavy-on-the-lightshow type battles.

There may be some complaints that you can't zoom in particularly close to your units, but then it's practically impossible to play an RTS that way anyway and *Emperor*'s graphics don't get much prettier as you get closer either. The music score and special effects are also worthy of mention, as each house has its own anthem, which switches from the hard rock of the Harkonnen to the techno backbeats of the Ordos.

STOP IT I WANT TO GET OFF
The introduction of the sub-houses and unique units has certainly added much-needed depth. But it's a shame more units couldn't have been added to the main houses as well – there are simply not enough unit variations to try different tactics with. Regardless of these flaws though, *Emperor* works well simply because it engages you, and it'll go down pretty well with Westwood fans. It's like a fairground you know you're too old for where you just *have* to try out all the rides: it's colourful, it's fast, but too much makes you feel ill.

computer and video Games
★★★★

COST: **£39.99**
OUT: **JULY**
MULTIPLAYER: **NO**



WORDS & SCREENSHOTS: JOHN MINKLEY

With *Code: Veronica*, and now *Onimusha*, PS2 gets a double dose of Capcom quality

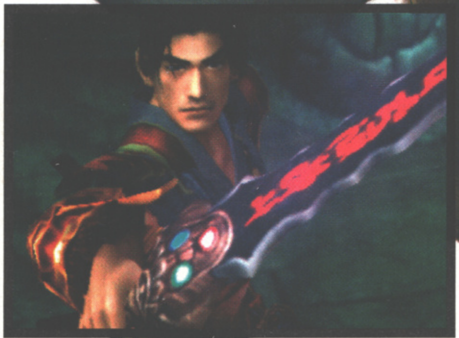
ONIMUSHA: WARLORDS

16th Century feudal Japan is a place ravaged by the excesses of battle. Warlords engage in vicious struggles for regional supremacy fuelled by an unquenchable thirst for power. Nobunaga Oda is one such ruthless leader, the only difference being he's got the forces of hell on his side. Bent on a desire to rule Japan in its entirety, Oda has sacked Inabayama castle, kidnapping the beautiful princess Yuki in the process.

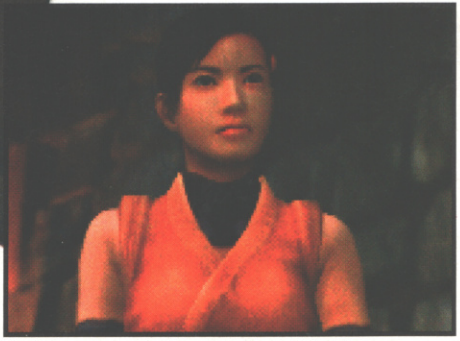
Expert samurai Samanosuke attempts an immediate rescue but is easily thwarted by Oda's demon army. Bizarrely enough, help comes in the form of a bunch of friendly ogres who give Samanosuke a Gauntlet that allows him to harness the power of vanquished demons' souls for his own sustenance. With this new-found ability, and the assistance of his close friend, Kaede, you must charge him into the heart of the demon army and whisk the princess away to safety.

SAMURAI SHOWDOWN

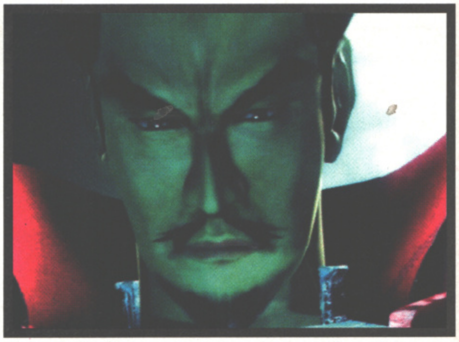
Onimusha allows you to take control of two characters. One is Samanosuke, a gifted samurai with a strong sword arm and steely spirit from a life of abstinence. The other, his female compatriot Kaede, is a skilled martial artist in her own right. Both offer differing gameplay experiences.



Focused, disciplined and highly trained, Samonosuke is the only man with the power to stop the demon warriors



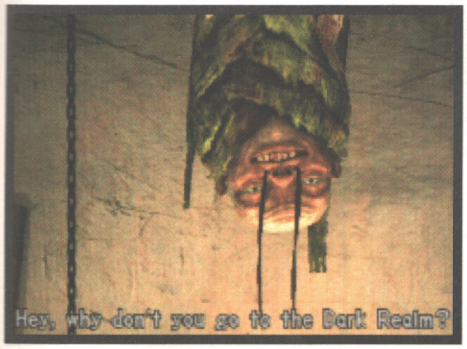
Kaede is not granted her friend's mystical abilities, but proves an essential factor in the rescue of Princess Yuki



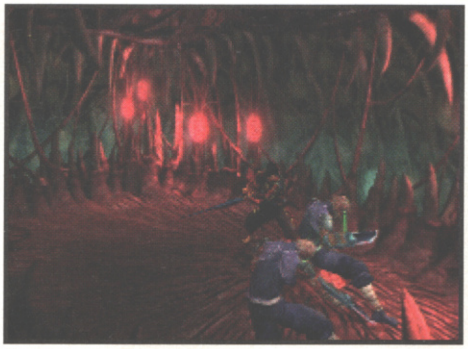
The mysterious Nobunaga leads the undead army. Even when you finish the game, you won't know much about him. Except he's bad

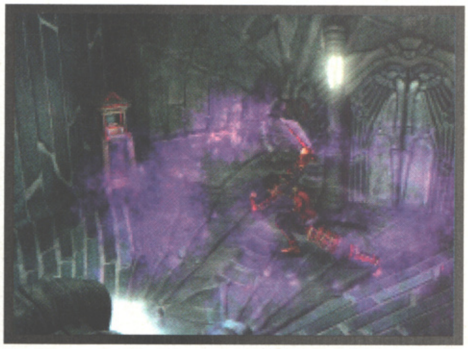
THE DARK REALM

Around two-thirds of the way through the game you are given the opportunity to visit the Dark Realm. This mysterious place consists of a series of 20 descending levels, filled with fearsome beasts. Decline the challenge and your adventure continues as normal. Accept it and you have the fight of your life trying to reach the spoils at its end.


Hey, why don't you go to the Dark Realm?

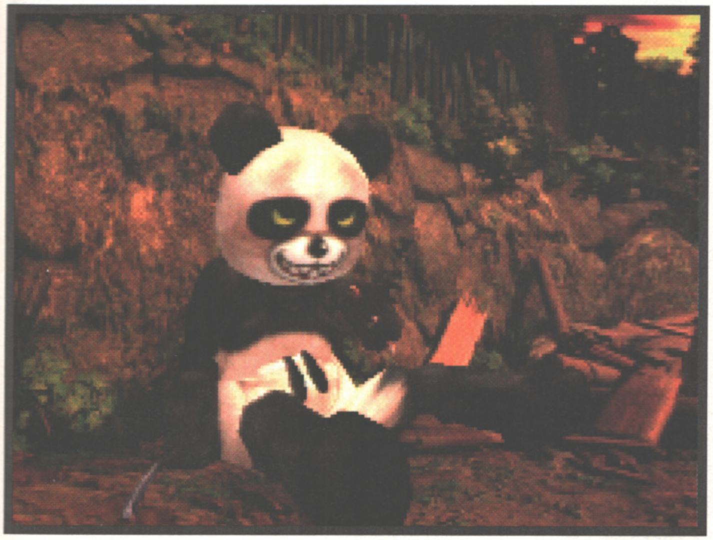
This odd chap will ignore you until you reach a certain level, then tempt you with spellbinding tales of the Dark Realm


Once inside, the only way is to fight your way down the maw-like platforms. Only the most skilled of swordsmen will survive


Should you succeed in this onerous task, the rewards are great and will make your battle with the final boss far easier

FANCY DRESS

Though the experience may be somewhat short-lived the first time around, Capcom has made sure to add a series of unlockable features to entertain you long after the quest has been completed. The more of the hidden treasures known as flourites that you collect, the more stuff you unlock at the end. Finding the Vision Staff makes the search far easier.


We got a real shock when we discovered this beauty you can play through again as. Presumably the Princess was kidnapped while Samanosuke was on his way to some sort of fancy dress party

After finishing your quest, you're barely given chance to take on board the dramatic events before a black and white trailer for the sequel is unlocked, throwing more questions into the air

INSTANT PLAYER GUIDE

EVERYONE WANTS TO KILL THEIR BOSS

By the time the first boss comes along, you may still be having a spot of bother getting to grips with the controls. Here's some killer tactics to make sure you make it through.

Unleash your special attack as often as you can before the blue meter runs down

Wherever you can, make sure you keep absorbing orbs to replenish your supplies

Remember: BLOCK! He may be big, but he won't get through your defences if you're smart

Hold down L2 and you can circle your foe. He's big but slow, so get behind him and whoop his ass

AT THE MOVIES

Onimusha has one of the most expensive, and incredible, FMV intros ever seen in a videogame. Never before has such rich, lifelike footage been seen in a game's intro sequence. It's several minutes long and is genuinely staggering - particularly the battle scene – and does a top job of creating a tense, foreboding atmosphere for what's to come.

Hundreds of maggots feed on a rotting skull. Nice

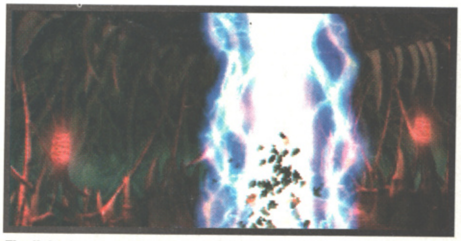
Nobunaga gets it in the neck. But is he dead?

Its wings burning, a moth struggles to survive

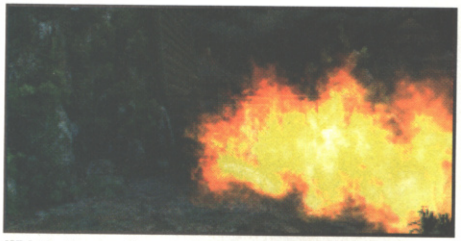
The hideous beast you battle at the end

MIGHT AND MAGIC

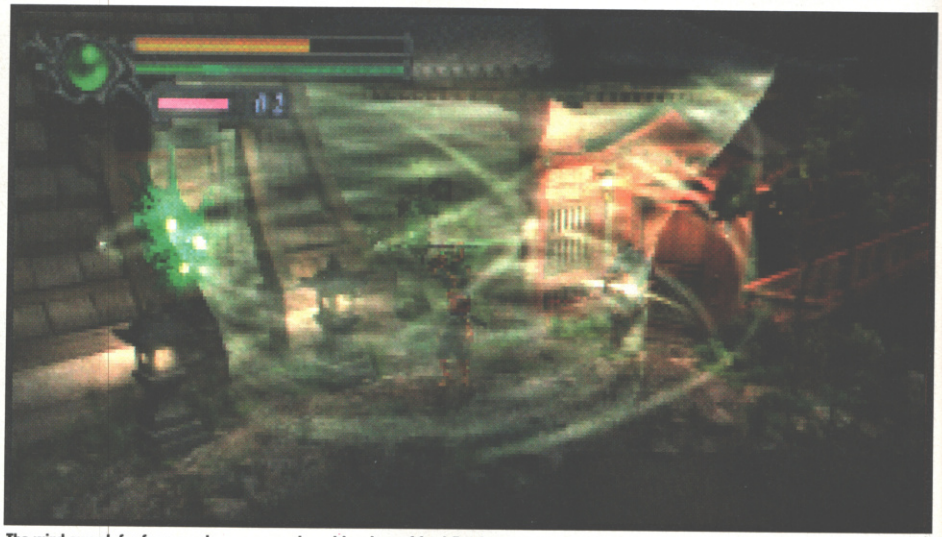
Samanosuke has three main weapons at his disposal in the form of powerful, upgradable swords. They each have their own unique properties and special abilities. The more enemies' souls you absorb, the more powerful your special attacks, and you'll need to use them all to complete the game.



The lightning sword has the power to assault enemies with a blinding bolt of electrical energy



With the fire sword, you can burn some serious demon ass



The wind sword, far from cursing your enemies with a dose of fatal flatulence, creates vicious tornadoes to decimate your foes with

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Resident Evil Code: Veronica* (DC/PS2), *Dino Crisis 2* (PSone)**

A FINE TRADITION

Onimusha is yet another attempt by Capcom to squeeze life out of the *Resident Evil* format. It relies on the same essential gameplay mechanics and uses the controls that have been the staple of the *RE* series for years. Perhaps the controls are dated, but for the legions of devoted fans who have felt and loved every shock Capcom's survival horror classics have sprung on them, if it ain't broke...

The push-up-to-go-forward system does work, but it can prove incredibly frustrating in the heat of battle when your character is facing the wrong way and getting a hiding from the side.

SUCK 'N' SEE

That gripe aside though, once you get into *Onimusha*, it's hugely entertaining. Compared to the *RE* games, there is more emphasis on action and less on puzzling. This makes for a high frequency of intense encounters for both characters. The sections with Samanosuke are by far the most exciting though, thanks to the excellent weapon system and some gorgeous special effects.

The need to suck up souls adds a whole new dimension to the game: do you suck immediately, leaving yourself vulnerable, or wait, and risk the souls disappearing? The downside of this system, however, is just as salient. To make it through the game, you must enhance each of your three weapons with energy from your fallen foes. The game is structured in such a way that, if you progress too fast you will reach a door that can only be opened by a higher level sword than the one you possess. Cue tediously traipsing around slashing random baddies until you've gathered enough souls to power your weapon to the required level.

INSTANT REPLAY

It only took us around seven to eight hours to finish the game first time through, which frankly is a little on the short side. To their credit, at least effort has been taken to provide replay value, and there are numerous unlockable features including a mini-game and a new arsenal of weapons.

Despite its flaws, *Onimusha* is an excellent PS2 adventure that astounds with its lavish presentation and immense orchestral score. Though it bears numerous similarities to what has gone before, it contains just enough new tricks and treats for it to be a welcome addition to, and advance on, the *Res Evil* series.

computer and video Games
★★★★

PC CD ROM

COST: £34.99
OUT: NOW
MULTIPLAYER: NO

TROPICO

Is that a banana in your republic or are you just pleased to see *Tropico*? It's a banana

WORDS & SCREENSHOTS: DANIEL EMERY

WHAT YOU NEED TO KNOW

Poptop Software appeared from nowhere in 1998 with the fantastic *Railroad Tycoon II*. Over a variety of tiled maps, you built up a country's transport rail network, industry and housing.

Three years on, and *Tropico* appears mighty similar. But a sluggish engine, non-rotatable buildings (making city design a headache) and uninspiring gameplay renders what was a fantastic concept into a total snore fest.

NICE IDEA...

You've risen to power on a tropical isle in the Caribbean. You're 'el Presedente, and must turn a Third World dump into a thriving powerhouse economy. All the while keeping your people happy and making yourself rich in the process.

But your citizens aren't just mindless drones and there are political factions to keep happy, not to mention the two rival Super Powers. Roads, housing, factories and a few tourist resorts all have to be built (and funded) to prosper. And the odd election means that if you rub your people up the wrong way, you're history.

While this looks good on paper, the realities are very different. Poor graphics, dated isometric map and some bizarre logic in the interface for constructing houses and roads doesn't just detract from the gameplay, it kills it.

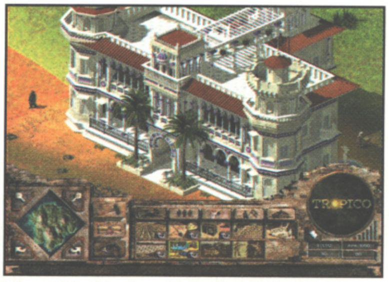
WORTH PLAYING?

Unless you're peversely into twisted retro-gaming, you really should look elsewhere for your fun. While some effort has been put into the AI of your populace (what they think, want and need), it's totally obliterated by the lack of thought that has been put into other crucial areas of the game. The concept sounds exciting, but the execution leaves you cold.

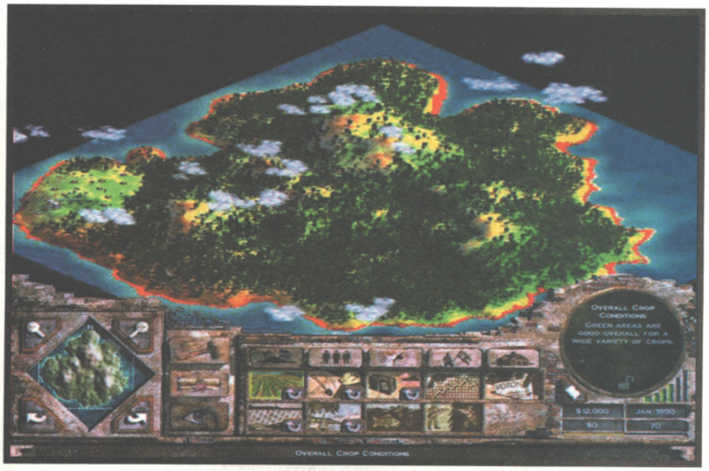
computer and video games

★

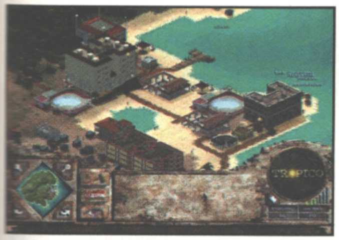
IF YOU LIKE THIS TRY THESE...
Railroad Tycoon II (PC), Getting a life



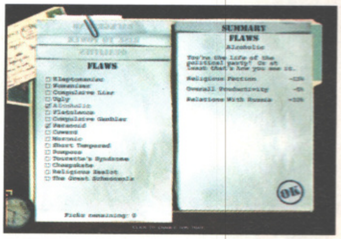
The presidential palace. A minute's walk from the beach



The island of Tropico. Yesterday. A haven for dogs and, er, woodpeckers. Or maybe just a huge greenie

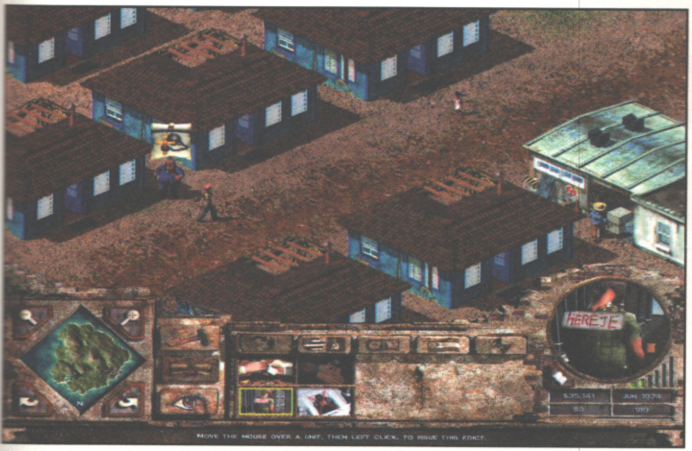


Half-built, this hotel is holiday hell in the making



You're the life of the political party! Or at least that's how you see it.

Set your character to your mindset. Be honest


HERETE
MOVE THE MOUSE OVER A UNIT, THEN LEFT CLICK, TO ISSUE THIS EDICT.

Create a fundamentalist state and persecute minorities? If that doesn't offer some scope for debate about the effects of videogames then nothing will. Makes a change from arguments about violence, mind

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WORDS & SCREENSHOTS: MAURA SUTTON

PS2

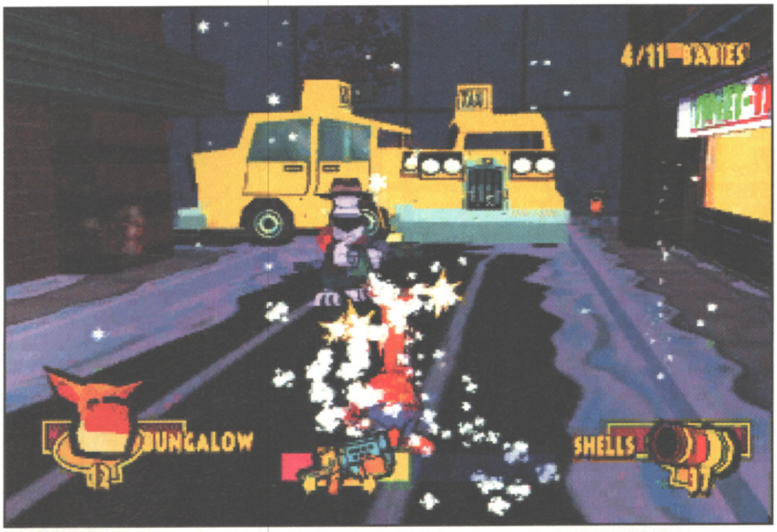
COST: **£39.99**
OUT: **JUN 22**
MULTIPLAYER: **1-4**

WHAT YOU NEED TO KNOW

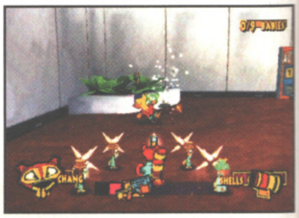
Fur Fighters was originally released on the DC where it was considered to be a reasonable platformer/ shoot 'em up. For the PS2, someone had the bright idea of changing the graphics to 'cel shading' like in *Jet Set Radio*. Throw in some new levels, mad sub-games, extra cutscenes and all manner of added goodies, and a non-essential DC buy becomes one many PS2 owners must seriously consider for their collection.

TOY STORY

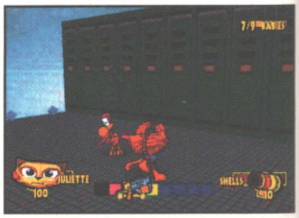
General Viggo is a big, evil cat who's so nasty that he's stolen all the Fur Fighter babies and hidden them from our six stuffed heroes. Your mission is simple: find those cute little babies and send them home. On the way, the Paws Posse encounter plenty of other obstacles and big bad bosses. They have to work together as a team if they want to rescue the kids and survive.



Some of the set-piece shoot-outs are cool. Here the taxis block your way and a bunch of gangster dogs jump you



You can get cool power-ups. Check the multiple Meercat attack in this shot



There are a whole bunch of animals in *Fur Fighters,* from cats and dogs, to a panda and even a big scaly dragon. Woo

THE GIFT OF GAME

Aside from the impressive looks, *Fur Fighters* combines frenetic shooting action with some fiendish puzzles, platforming tricks and lunatic sub-games. It's clever, funny and incredibly stylish, but above all, addictive. The worlds are so beautiful you want to live there and the characters are worthy of any cartoon. *FF* is the sort of quality platform actioner that the PS2 has been crying out for.

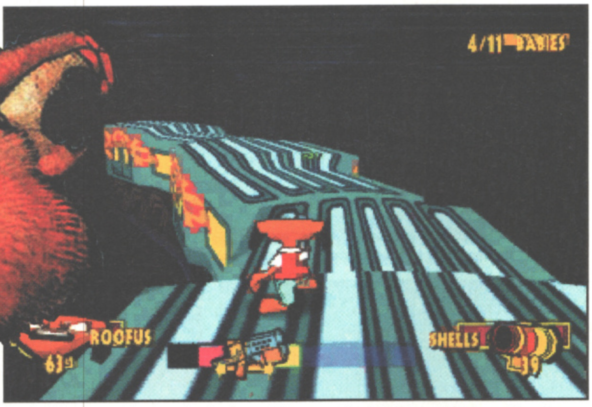
WORTH PLAYING?

OK, so it's not going to appeal to all – if you hate cutesy platform games, then you're unlikely to ever feel inclined to play this no matter how much fun it is. Your loss. Also, some players may whinge about the controls being fiddly, but they're adjustable so you should find a set-up to suit you. A very welcome addition to PS2. Enjoy. We did.

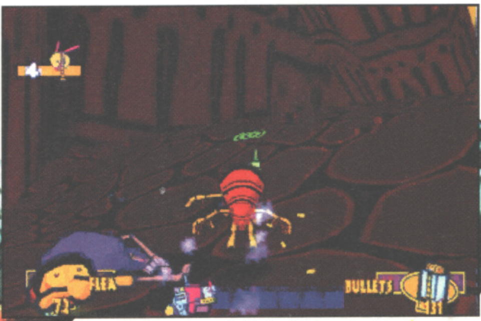
computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
Jet Set Radio (DC), *Conker's Bad Fur Day* (N64)



Roof riding on a subway train. Don't try this one on the 6.25 from St Pancras though



Control a flea on your dude's back in a mad sub-game

COST: **£39.99**
OUT: **JUNE**
MULTIPLAYER: **1-2**

New Zealand 0 Australia 5
01:44

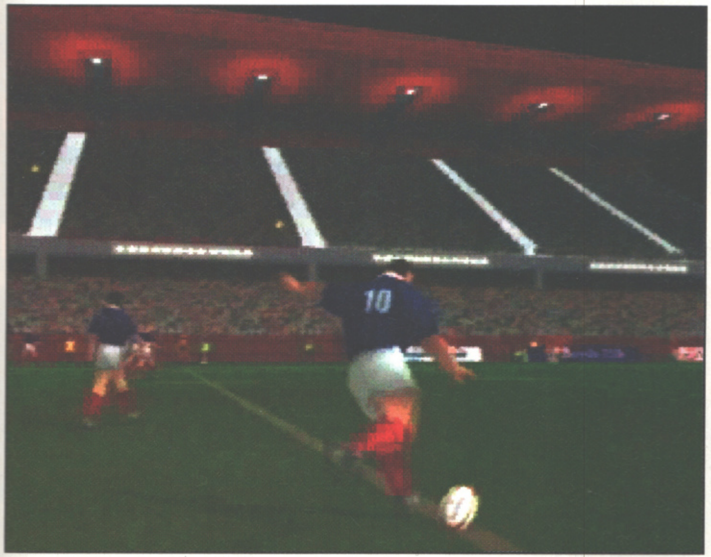
Weather conditions can get a bit hairy. Much like some of the gorillas that pass as players, really

England 0 Italy 0
05:35
EA SPORTS
GILBERT

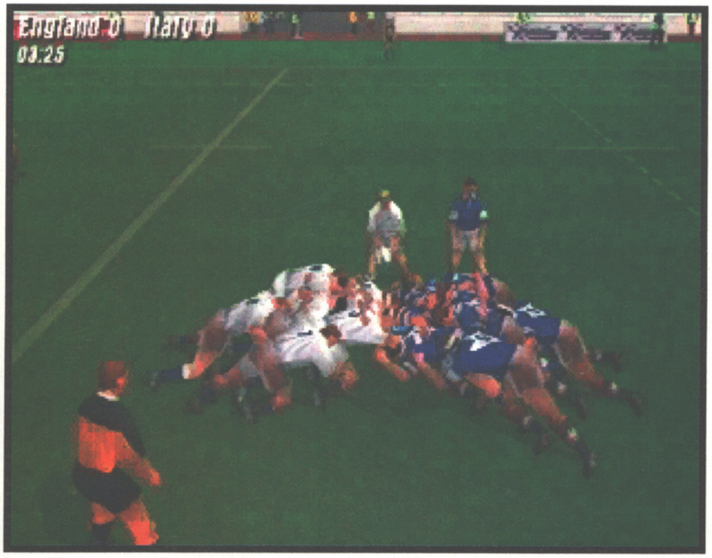
You don't need to know the rules to enjoy *Rugby*. Half the players don't – or they totally ignore them

England 0 Italy 0
00:34

Finding a gap is harder than you think, so getting to grips with the hand-off and side-step is vital



Boot the ball down the other end unleash your heavies to kick seven shades out of the opposition



The synchronised diving teams failed to spot that someone had drained the swimming pool

England 0 Italy 0
02:18

Kicking into touch can be a saving grace when the pressure is on

Fiji 0 Argentina 7
02:14

Wrestling in a maul is knackering at best. Chuck a few more forwards in there for extra push. Where's the head-butt button?

RUGBY

Ruckin' all over the world

WORDS & SCREENSHOTS: MICHAEL COOPER

WHAT YOU NEED TO KNOW

Rugby games appear with the frequency of Haley's Comet, so it's with open arms that we welcome this rare beast to PS2.

Rugby brings bone-crunching tackles and sneaky eye-gouging to your screen by means of a mind-bogglingly comprehensive control system. The surprise? It may be an acquired taste to watch on TV, but it's a top laugh to play on PS2.

IT'S IN THE GAME

The players have all been motion captured and look a treat for it. The feeling of 30 man-mountains slogging it out in the mud and rain comes across nicely.

You'll be flapping around your joypad at first trying to make things happen, but Training mode lets you hone your skills before hitting the turf for real. Good job too, as pretty much anything you can do on a rugby pitch can also be done here. Grubber kicks, hand-offs, dummies, up 'n' unders – practically the only thing missing is being able to stick your finger up the opposition prop's bottom like that Kiwi player got busted for doing recently. Really.

KEEPIN' IT REAL

All the big compos are in there – World Championship, Six Nations, Tri Nations – and you can play one or two-player. The international players and teams are all accurate and up-to-date, each with its strengths and weaknesses, such as England's liking for going on strike.

Adapting your game to your team's strongpoints adds a nice level of strategic depth missing from many other sports titles.

WORTH PLAYING?

Even if you think rugby as a sport is pony, in two-player these blood and thunder battles of bone and muscle are hilarious fun. The controls may be rock 'ard, but even this seems to add to the chaotic carnage that passes as a sport unfolding in front of you. A good rugby game? Not only public school boys and Welshmen can rejoice.

computer and video games
★★★★

IF YOU LIKE THIS TRY THESE...
Jonah Lomu Rugby (PSone)
Madden NFL 2001 (PS2)

PS2

COST: **£39.99**
OUT: **MAY**
MULTIPLAYER: **1-2**

FORMULA ONE 2001

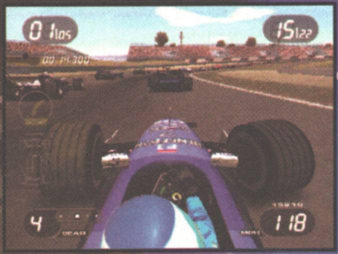
WORDS & SCREENSHOTS: JOFF BROWN

Things that make you go *vroom*

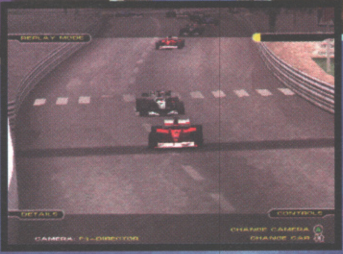
Michael Schumacher is waving his fist and cursing in German as you zoom past him, casually taking an S-bend with a flick of your wrist. The roar of the crowd is drowned out by the roar of the engines. You're going all the way to the top this time. F1 racing has arrived on the PS2 in style.

DRIVEN TO WIN

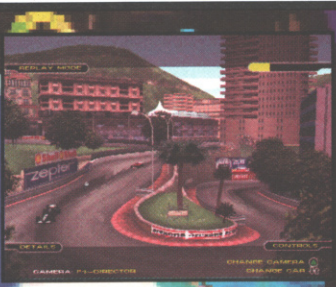
There's loads of tricks packed in by the developers to make *F1 2001* look just like the real thing. Realistic replay angles abound. Murray Walker and Martin Brundle entertain with facts and commentary on the races, and all tracks and drivers are present. Just as it should be, really.



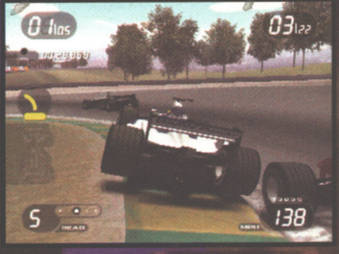
Thanks to the power of PS2, the graphics are squeaky clean with a great feel of speed



Replay modes caress the eyes, showing off the track and car detail to the full – sweet



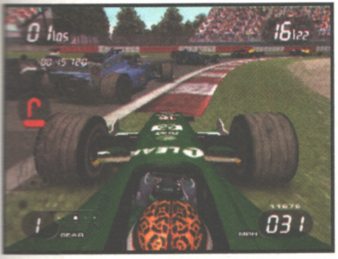
Even Monaco looks just like the real McCoy, and that's the biggest test of any F1 game



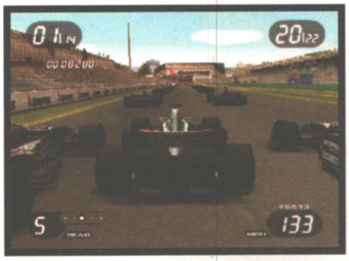
Play as cheeky Ralph Schumacher and shame your brother, just like in real life

HARD DRIVING

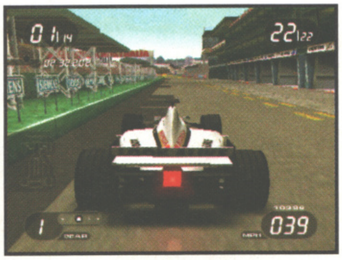
It's no secret that controlling a Formula One racing car is far from easy. So it's great that you can tailor the difficulty of the game to match your skills, whether you drive like or Nigel Mansell or Noddy. It means you'll get far more out of the game and keep playing for longer.



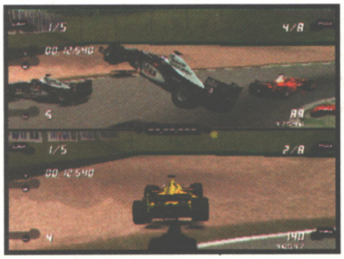
Even in Arcade mode, you'll have to learn disciplined braking and turning



No driving assists means thinking about car damage as well as tyre wear and tear



Pit stops take up valuable seconds but are essential for serious racers



Two-player mode adds to the excitement. Race in championships like pros

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Gran Turismo 3 (PS2)

TOP GEAR

There's lots that's great about *Formula 1 2001*: it's a polished product with all the right moves. Alright, it's not the most exciting game in the world, but hey, that's always the case with F1 games.

That said, it's no one-way trip to Snoresville either, and definitely stands head and shoulders over the competition.

DVD EXTRAS

For added value, it comes bundled with a DVD featuring highlights from last year's F1 season to get you in the mood.

It's the sort of added value that hardcore F1 fans will lap right up and it would be nice to see it on all games. How about the next Lara Croft game bundled with the *Tomb Raider* movie?

LIVE FAST

With the pin sharp visuals and solid realism, it looks like this will be the benchmark for PS2 F1 releases. Okay, there may not be enough here to make you buy if you've already got a PS2 F1 game, but if you're looking for your first, then you've found it.

You can buy this in the certain knowledge you're getting a class product with impressive attention to detail. Now please excuse us, it's time to cane Schumacher again.

computer and video games

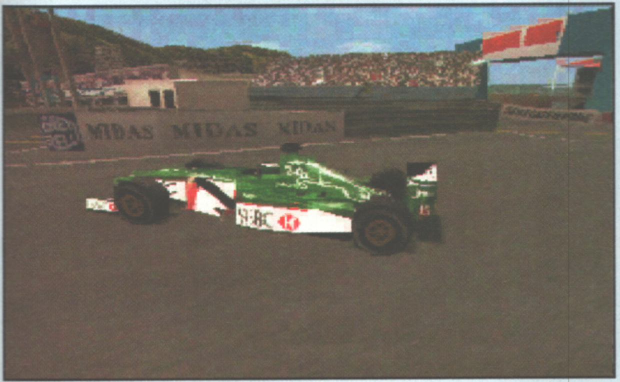
★★★★

FORMULA ONE 2001

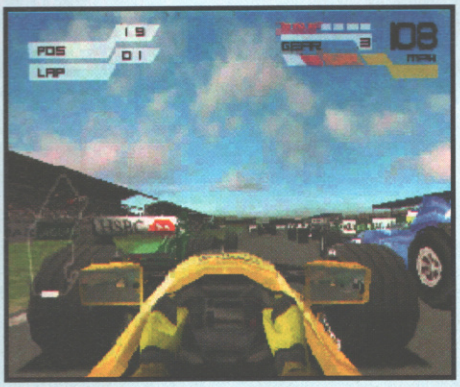
COST: **£29.99**

OUT: **MAY**

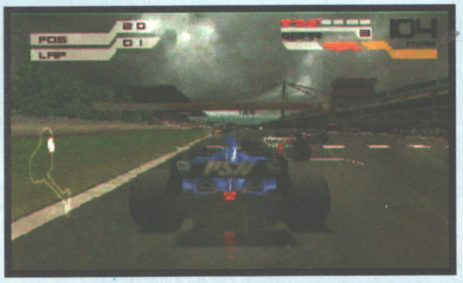
MULTIPLAYER: **1-2**



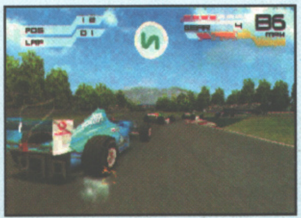
The graphics are meant to be photorealistic and they are – if you're using a rubbish camera



Murray Walker and Martin Brundle verbally harass you if you crash



Weather conditions are variable between practice sessions and throughout the race itself



You'll need to be Barichello to play with the driving assists off

WHAT YOU NEED TO KNOW

Another F1 game rolls along on the PSone. It's the counterpart of the PS2 game above, but it has to work harder to get our attention 'cos there's so many previous F1 games out there. And to be honest, there's not much you can do to make it stand out.

WINNING TEAM

The game's certainly packed with features. There's even a Challenge mode to get the best lap time and enter it onto Sony's official website. If you win, you'll get loads of F1 stuff including holidays and F1 gear. Championship mode Is still the best way to play, though.

WORTH PLAYING?

Sure, there's lots of the same features as PS2's game, but why should you spend money on a new F1 game if you've already got other ones mouldering away at the back of your cupboard? The only real advantage of this version is the 2000 season's drivers. If that's not your bag, check the budget section of your local shop for earlier F1 games. There's little difference.

computer and video games

★★★

IF YOU LIKE THIS TRY THESE...
F1 2000 (PSone), *Gran Turismo 2* (PSone)

Dreamcast

COST: **£29.99**
OUT: **NOW**
MULTIPLAYER: **1-2**

In the arcades, *18 Wheeler* was brilliant. You sat on a wide bench seat with a mate and struggled with a giant steering wheel. Every blast of the horn could be heard from the street outside. Now *18 Wheeler* is on DC. You play it with a joypad in your house.

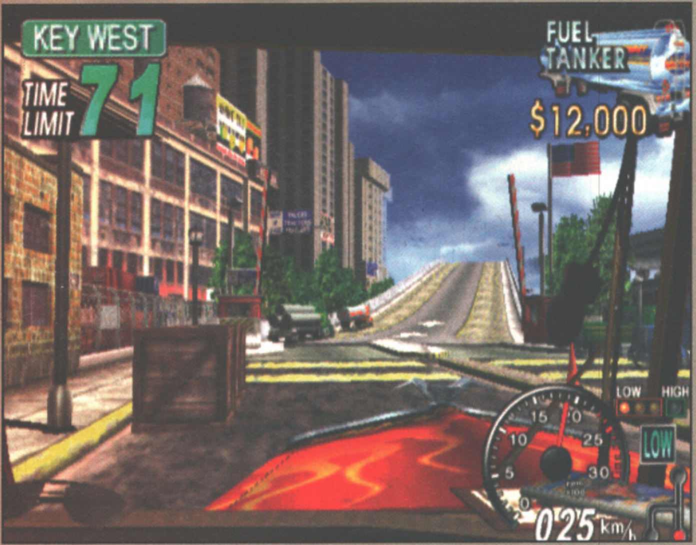
WORDS & SCREENSHOTS: DEAN SCOTT

You, a big rig, and the open road. You won't need to pack sandwiches

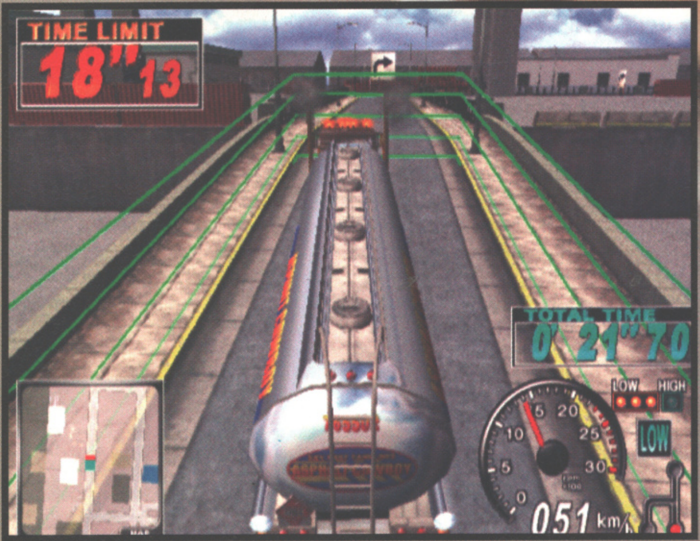
18 WHEELER: AMERICAN PRO TRUCKER

LIVE THE DREAM

What *18 Wheeler* does really well is show you that racing in a massive truck is a world different to lapping in a Porsche. In the third-person view you really get a feel for the length of the rig. First-person is class: mascots swing on strings above the dash and you really feel like you're being bounced around the cab of a monster truck.


KEY WEST
TIME LIMIT 71
FUEL TANKER
$12,000
LOW HIGH
LOW
025 km/h

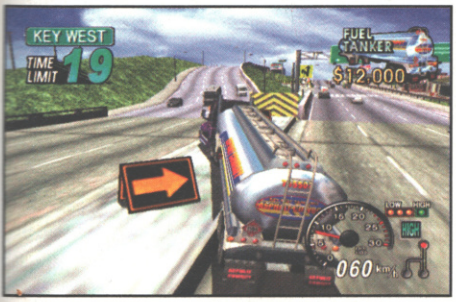
For that authentic trucker vibe, climb inside the cab. Keep your hands on all that junk on the dashboard


TIME LIMIT
18"13
TOTAL TIME
0'21"70
LOW HIGH
LOW
051 km/h

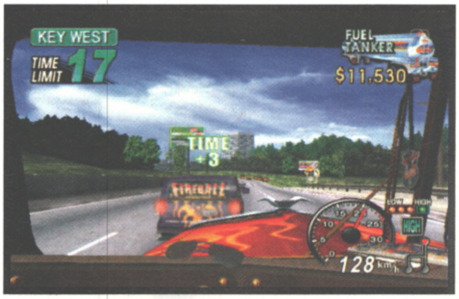
Unlike the actual races, the parking tests are far better viewed from the outside

GET TRUCKIN'

The central idea of *18 Wheeler* is to haul your cargo across America, getting from checkpoint to checkpoint without running out of time. Also doing the runs is a black truck, and it's your mission to get to the goal before he does. He hollers at you through the CB radio, swerves in your way, and is generally a pain in the arse.


KEY WEST
TIME LIMIT 19
FUEL TANKER
$12,000
060 km/h

The key to success is to learn the best routes through each course


KEY WEST
TIME LIMIT 17
FUEL TANKER
$11,530
TIME +3
128 km/h

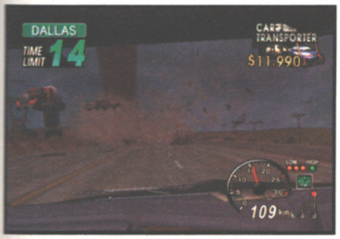
Hit the Fireball vans on the way to add a few seconds to your time

YOU MADE IT!
AHEAD OF THE RIVAL
YOU WIN!

Problem is, each of the four stages takes about two minutes in total

SCENIC ROUTES

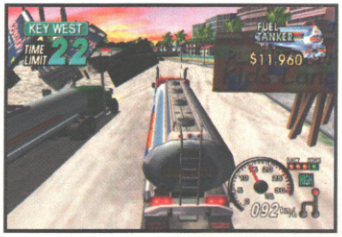
There's plenty to see on the way from New York to San Francisco. There are always alternate routes through the game's four stages, and it's by wandering off the beaten track you see some of the best sights in *18 Wheeler*. The game's Japanese developers have done a great job of recreating the American countryside.


DALLAS
TIME LIMIT 14
CAR TRANSPORTER
$11,990
109 km/h

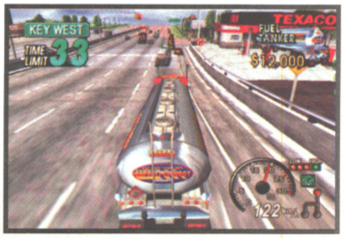
Take the dirt track on Stage Two and you run into this awesome twister hurling cars at you

LASVEGAS
TIME LIMIT 10
CONTAINER
$14,030
048 km/h

You wouldn't normally drive an 18 wheeler up a dusty mountain track. But this is no normal game


KEY WEST
TIME LIMIT 22
FUEL TANKER
$11,960
092 km/h

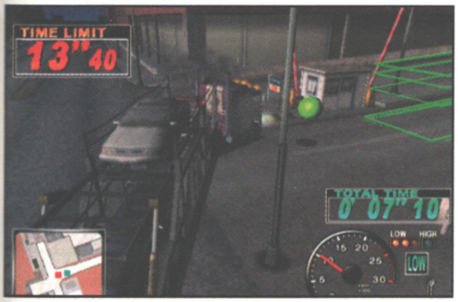
All the best shortcuts involve destroying stuff. Do you hear us complaining?


KEY WEST
TIME LIMIT 33
FUEL TANKER
$12,000
TEXACO
122 km/h

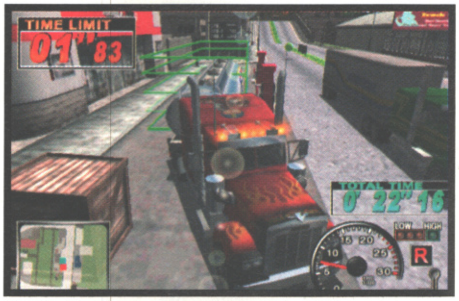
Appealing motels try to tempt you off the freeway for a kip – dont! Smash that gas station up instead

AMUSEMENT PARK?

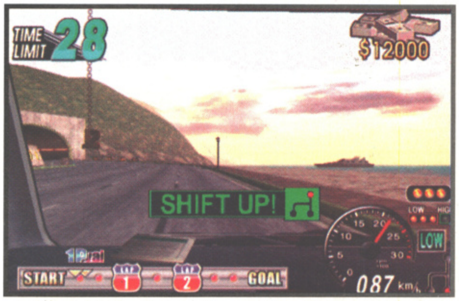
Reasoning that 10 minutes of coast-to-coast trucking wasn't enough for a full price release, Sega has included a parking sub-game. We reckon the least exciting thing you can do with a truck is to make it stop. A better addition are the Score Attack levels, where you do three laps of specially built courses to rack up big scores.


TIME LIMIT
13"40
TOTAL TIME
0' 07" 10

Trundle your truck around the course and into the parking area


TIME LIMIT
01"83
TOTAL TIME
0' 22" 16
R

Overshoot the target area and you chuck the rig into reverse...


TIME LIMIT 28
$12000
SHIFT UP!
START
1
2
GOAL
087 km/h

...but you're better off seeing the seaside and doing a few laps

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

Crazy Taxi (DC/PS2), *4x4 Evolution* (PS2)

THE CAB'S A DRAG

18 Wheeler looks nice, plays well and offers a unique driving experience. The four short levels all have interesting things to see. But this isn't *Crazy Taxi* in lorries – far from it. The levels are linear and have nothing like the replay value of the classic cab game.

TEN MINUTE RUN

Once you know what you're doing, you can cut a swathe across the great American outdoors in about ten minutes. The tactile thrills of the arcade game didn't need a big game to back them up, since you'd only play for a few minutes at a time. The DC additions just don't do enough: the parking modes are dull, and the Score Attack games won't keep you that long either.

TOO SLOW FOR MULTIPLAYER

18 Wheeler does offer you the option of trucking against a mate, but it's only fun for a short time. The big problem is the speed of the rigs: even at full tilt these automotive beasts go at a shade over jogging pace. Hardly the stuff that compelling two-player racing is made of. In single player you forgive it, because you're not really racing. Trucks are slower than Ferraris, and there's no way around that.

SHORT AND SWEET

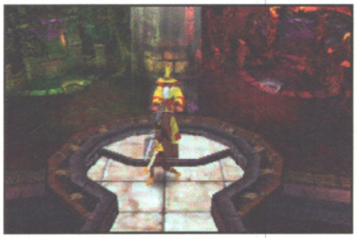
Games like *Virtua Tennis* and *Crazy Taxi* are examples of how a brilliant arcade game can make an awesome home videogame. *18 Wheeler* is very sweet, but its very, very short. If you liked the arcade game, rent it. Or get back down the arcades and get the authentic *18 Wheeler* experience.

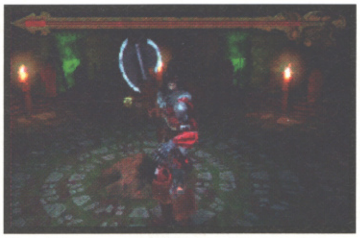
computer and video Games

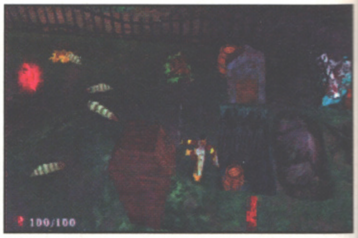
★★

PS2

COST: £39.99
OUT: JUNE
MULTIPLAYER: **1-4**


The Tower hub is deliciously spooky. Ask the wizard for advice – if you dare


Each of the four realms finishes with a huge boss. This is Lich. Now might be a good time to run

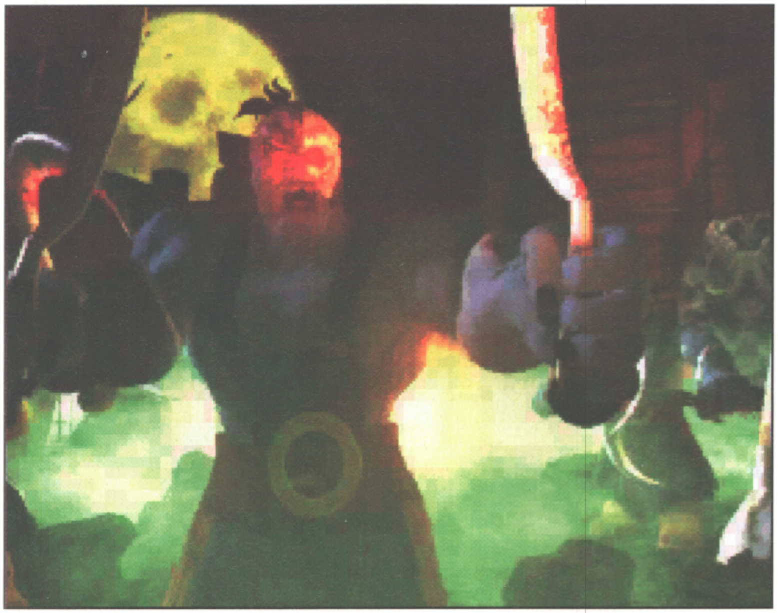


The Forbidden Province is full of skeletons and cute fluffy kittens. Okay, we lied about the last bit

GAUNTLET DARK LEGACY

Classic blood and thunder arcade action

WORDS & SCREENSHOTS: MAURA SUTTON


The FMV cutscenes reveal that demons really are walking among us. Crikey O'Reilly

WHAT YOU NEED TO KNOW

Gauntlet is one of those classic arcade games that has been kicking around for donkey's years. Attempts to drag it into the living room have met with mixed results, with the recent *Gauntlet Legends* proving to be a huge disappointment. Now the manic slash 'n' spell 'em up finds a new home on the PS2.

SLASH AND BURN

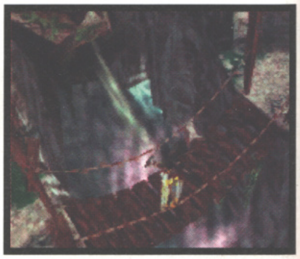
The appeal of the *Gauntlet* series has never been based on great graphics or technical wizardry. It's all about rampaging your way around huge levels packed with hordes of enemies and slaughtering anything that moves with the minimum of thought or finesse. The multiplayer mode is even more fun, creating much hilarity and havoc as you take to the bloody battlefield alongside your mates.

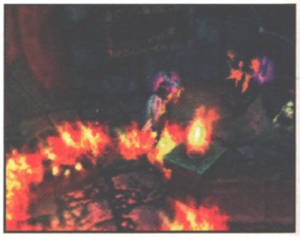
BACK TO THE FUTURE

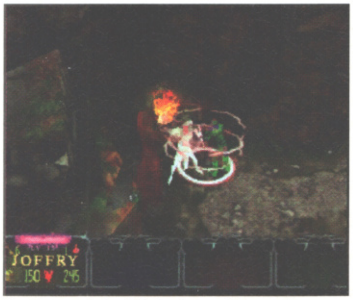
It's easy to ruin a classic with too much fancy stuff. *Gauntlet Dark Legacy* adds just the right amount of visual polish. The creepy cutscenes and demonic gothic backdrops provide a spine-tingling setting for the main action. The ghoulish sound effects and Hammer Horror music conjure up the feeling of a dirty, sweaty arcade in the middle of your living room (without the sticky floor and the costly coin-in-slot action).

WORTH PLAYING?

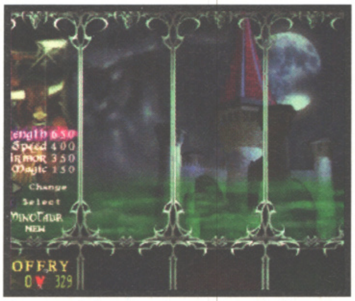
This is a must for those hankering after authentic arcade thrills. While it won't satisfy those after RPG levels of involvement, *Dark Legacy* brilliantly captures the frenzied excitement of hacking and slashing your way around graveyards and battlefields in a relentless search for treasure, food and blood. The 3D visual enhancements work a treat and help make this a truly worthwhile arcade conversion.


Mountains, fresh air and huge murderous trolls. Welcome to the Lake District

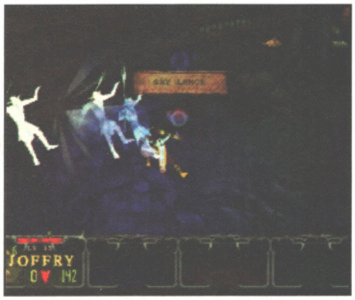

This is it! Scythe your way through the foe, splattering blood and crushing skulls



Death can only be killed using magic, so make sure you always keep some potions in reserve



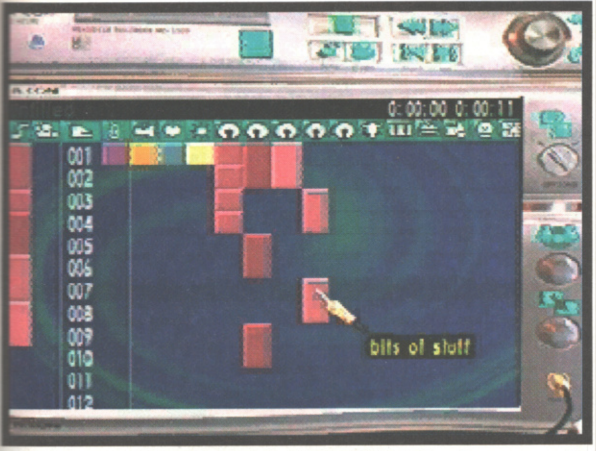
There are eight secret characters to unlock, including the beefy Minotaur



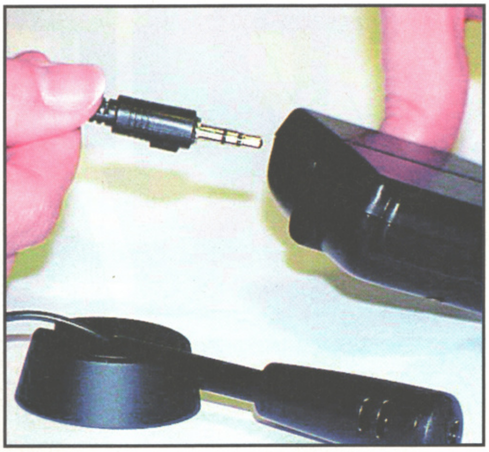
The Super Charged Clearance attack works particularly well against multiple enemies

computer and video GAMES
★★★★

IF YOU LIKE THIS TRY THESE...
Diablo 2 (PC)
Gauntlet Legends (DC, N64)

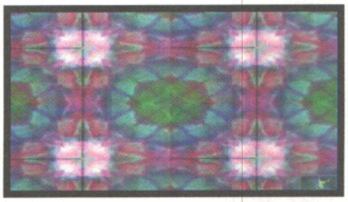


Loads of improvements have been made for *Music*'s PS2 debut. As well as more sampling memory and effects, the amount of tracks you can use has risen from 24 to 48

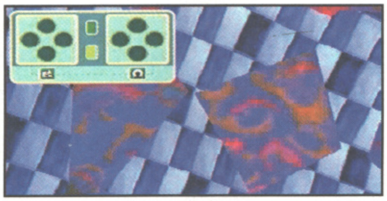


It's a bit of a downer having to pay £19.99 for a sampler add-on (available through mail order or via www.codemasters.co.uk)

There are tracks from the likes of Gorillaz, Photek, David Morales and Funkmaster Flex that you can rip apart and put back together again



***MG2* lets you add your own video made up of various trippy, acidic visuals to accompany your tune. You can have up to seven images on screen**



Multiplayer jamming mode is a huge laugh. Well, it is for about twenty minutes or so until you and your buddies decide to go back to *ISS* or *Tekken*

PS2

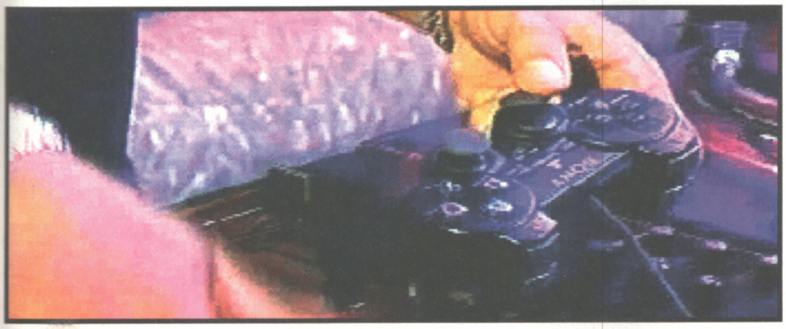
COST:	£39.99
OUT:	NOW

MULTIPLAYER: **1-8**

MTV MUSIC GENERATOR 2

You can make choonz. And then dance to them

WORDS & SCREENSHOTS: ALEX C



There are eight different music styles that you can choose your samples from. Pop, house, hip hop, garage, indie, R&B, rock and trance are all there for your delectation. Your PS2 will never be the same again

WHAT YOU NEED TO KNOW

Everyone likes music. We all have our favourite choons. But how seriously into dance music you are determines if you should buy *MTV Music Generator 2* or not.

After a couple of celebrated installments on PSone (known as *Music* and *Music 2000* over here), this version offers pretty much the same system as before, only with double the memory, samples and effects available to you.

BIG UP ALL THE MASSES

You can make your own music immediately. Using a simple 'select and slot-in' system, you grab basslines, drumbreaks, melodies and vocals from a huge selection of nearly 10,000 samples under nine different music categories including hip hop, garage and trance.

You can even add a few acidic visuals for an accompanying video. Delve into the Jamming mode and you and up to seven mates can play together, making your own mish-mash of on-the-spot beats.

YOU'VE BEEN TONG-OED

But it's when you attach a sampler add-on (twenty quid to you guv) that *MG2* becomes a serious music production tool. With this you can use up to five minutes of samples taken from your own CDs, minidiscs or whatever. Add in an almost limitless array of effects and editing functions and you've got everything you need to bang out tracks Tongy would give his right arm to play.

This is not to say these things don't take time, though. All the tools are there, but without patience, a bunch of good samples and some great ideas, *MG2* won't make you an instant Prodigy or Orbital. Oh, a tellie with a good sound setup helps too.

WORTH PLAYING?

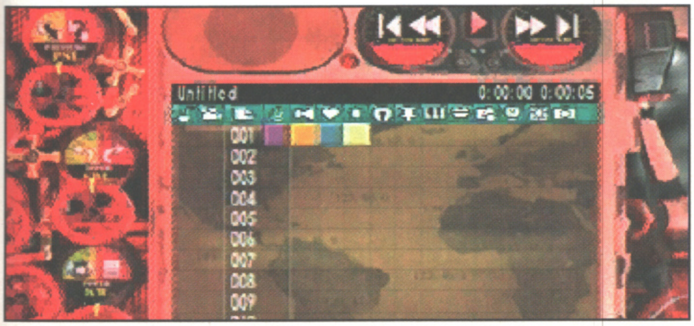
In short, don't buy this to 'play'. It's not a game. But for those who live, breathe and toilet dance music, it's mana from heaven.

Get to grips with *MG2*'s more advanced processes and you'll find one of the most cost-effective and user-friendly professional quality music production tools available today. Bring the noise.

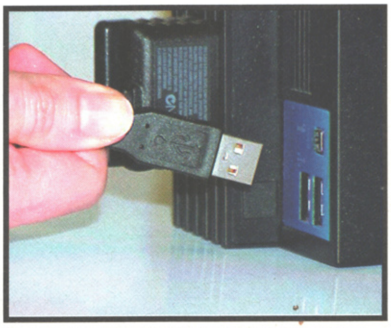
computer and video
Games

★★★★

IF YOU LIKE THIS TRY THESE...
Music 2000 (Psone), *Bust A Groove* (Psone)



Like the look of a sample? Now you won't have to wait for minutes until it loads up as with previous *Music* releases. Just press Start and you can hear it immediately. Cuts the hassle down by a mile



Sampling, the bane of the music industry. Now you too can rip stuff off Madonna or Metallica for your tunes

Dreamcast

COST: £20.00
OUT: NOW

MULTIPLAYER: **NO**

STUPID INVADERS

Is this really the end of the line for the much-loved point-and-click genre?

WORDS & SCREENSHOTS: JOHNNY MINKLEY

WHAT YOU NEED TO KNOW

To our younger readers, the phrase 'point-and-click' may well sound as appealing a prospect as pin-the-tail-on-the-donkey, but for those in the know it conjures up a wealth of divine memories from the golden age of 16-bit gaming.

The popularity of this once-mighty genre has withered in recent years for a number of reasons, but in spite of the declining trend, French publisher Xilam has attempted to resurrect this near-forgotten genre in the shape of the stunning-looking *Stupid Invaders*.

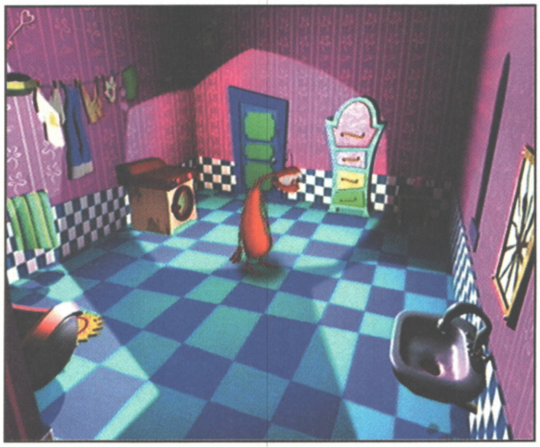
BIG BOLOK

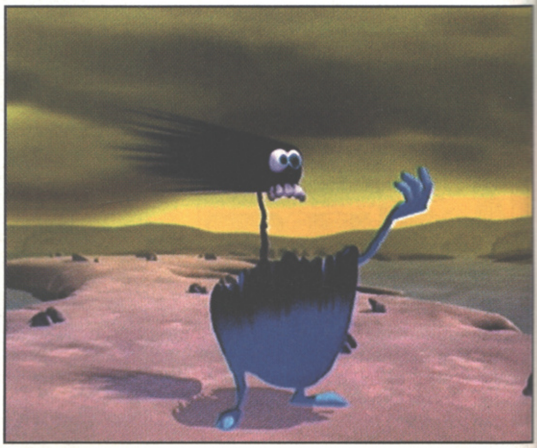
Five 'comical' aliens, having crash-landed on Earth some time ago, remained in hiding for years until the repairs on their craft were finally complete.

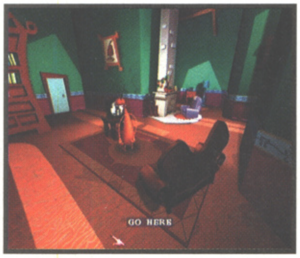
Having reached this stage, it is down to you to ensure they get back home in one piece – and avoid falling into the sweaty clutches of the deranged Dr.Sakarine and his lumbering lackey, Bolok. After a lengthy and impressive intro, the game assumes the standard structure of its revered ancestors.

TOILET HUMOUR

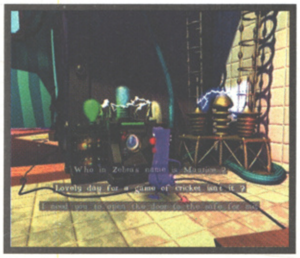
Though faithful to its predecessors in some ways, it is racked with


Control problems are relieved if you play with a DC mouse, but who owns one?

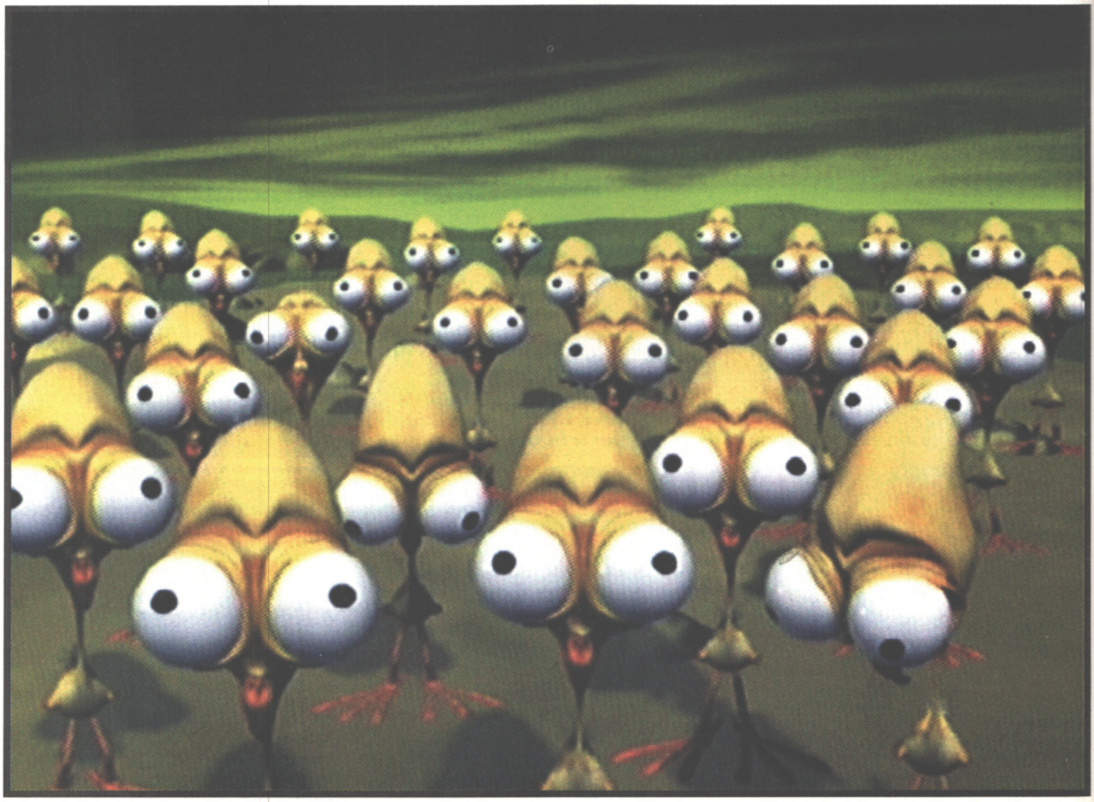

Match Boy at the fart-lighting olympics was never a popular occupation



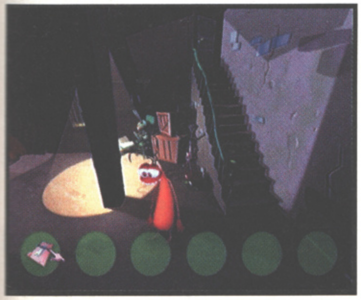
Not Changing Rooms' most successful job


Who in Zebra's name is Mission ?
Lovely day for a game of cricket isn't it ?
I need you to open the door to the safe for me

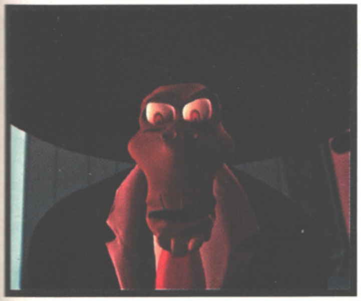
Questions, questions. Hurry up and answer


Point-and-click virgins, Lesson One: all actions in the game are performed by moving a cursor to the relevant part of the screen and pressing the relevant button

Progress through beautifully rendered scenes, collecting and utilising objects and unravelling puzzles



You'll suffer a ridiculous number of unavoidable deaths just by walking in the wrong part of a room...



...which means the game is basically punishing you for exploring. It's meant to be an adventure. Grr

Some sections did have us chortling, but the sub-Beavis and Butthead humour is largely woefully weak

flaws that ruin the experience. Most prominently, the pad is horrifically slow, and it takes an age to move the cursor around the screen, a problem which is multiplied considerably due to the fact you have to be pixel-perfect every time your click.

Also, for a game that is intended to be side-splittingly funny, it comes across more like a Hale & Pace re-run. Try as they might, no amount of visual splendour can compensate for its humour shortcomings.

WORTH PLAYING?

Stupid Invaders proves there's a good reason why no-one makes point-and-click games anymore: in many ways, the style was really a substitute for true 3D graphics at the time. While it can claim some credit for bringing us the (also ageing) pre-rendered backdrop action of games like *Resi* and the *FF* series, point-and-click now comes across as unnecessary and anachronistic for games aimed at players aged eight and over.

Hell, even the most recent *Monkey Island* title dispensed with point-and-click. There are some genuinely neat touches and funny moments to be had, but today's gamer simply deserves so much more. *Stupid Invaders* may well be the last of its kind, and, if so, is a sad note for the genre to bow out on. Stupid, indeed.

computer and video GAMES

★★

IF YOU LIKE THIS TRY THESE...
Grim Fandango (PC)

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3690 Im Like A Bird - Nelly Furtado
3707 Always Come Back To Your Love - Samantha Mumba
3706 Ms Jackson - Outkast
3722 Shit On You - D12
3728 Think About Me - Artful Dodger feat. Michelle
3724 Jaded - Aerosmith
3712 Nobody Wants To Be Lonely - Ricky Martin with Christine Aguilera
3723 Piano Loco - DJ Luck and MC Neat
3725 X - Xzibit
3698 Here with me - Dido
3716 Paradise - Kaci
3726 He Loves U not - Dream
3697 American Dream - Jakatta
3708 Feels So Good - Melanie B
3727 This Years Love - David Gray
1576 who let the dog out
0374 sexbomb
1585 Rock DJ-Robbie Williams
1513 stan
0395 thong song
1515 realslimshady
0294 changes
0132 simpsons
0268 angels
1579 the way I am
1516 charliesangel
3151 Starwars
0282 bittersweet symphony
0283 blue
0065 Halloween
1501 music

GraphicS

0461 0712 0714 0716 0717 1717
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1288 0432 0477 0832 0833 1235
1296 0434 0435 0819 0821 1236
1300 0436 0474 0822 0823 1237
1308 0439 0440 0824 0825 1239
1325 0487 0448 0827 0831 1248

The following Nokia handsets can receive both tones and graphics: Nokia 3310, 3210, Nokia 61xx series, Nokia 71xx series, Nokia 81xx series, Nokia 8210 series, Nokia 88xx series, Nokia 9000/9110. Nokia 51xx can only recieve graphics. Sagem models are: MC930, MC/MW932, MC936, MC/MW939, MC940, MC942, MC946, MC949, MC950, MC952, MC956, MC(R). Motorola: T250, V50, V100, V8088, Timeport 260 and V2288. This service is available to Nokia users on the Vodafone, Orange & Cellnet networks. Vodaphone calls cost £1.50 per minute, Orange & Cellnet calls cost 60 per minute. mximun cost is £3.00. C.D.F. SERVICES, PO BOX 144, STOCKPORT SK4 3FT.

COST: **£39.99**
OUT: **NOW**
MULTIPLAYER: **NO**

It's got strategy *and* tactics. It's turn based *and* real-time. Talk about biting off more than you can chew

RING OF RED

WORDS & SCREENSHOTS: PRIVATE WHEELBARROW

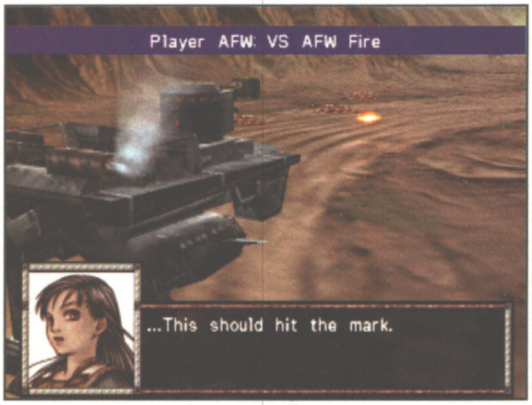
WHAT YOU NEED TO KNOW
It all starts well. An alternative universe where Japan didn't surrender at the end of WW2, but had to be invaded by the Russians and the Americans. The country ends up divided between the Commies in the North and the Western forces in the south.

Fast forward to the Sixties, and war breaks out between the two sides, only now tanks have been replaced by hulking, retro-futuristic gas-guzzling battle mechs. You control various units of mechs and infantry in predominately turn-based though semi real-time missions.

GETTING WORSE
The setting and the design is cool. But the first fly in the ointment is the way the plot is played out. You get a dull picture of each character nattering away to each other in between missions, having conversations that are so tedious and badly translated that you're not sure whether to laugh or cry.

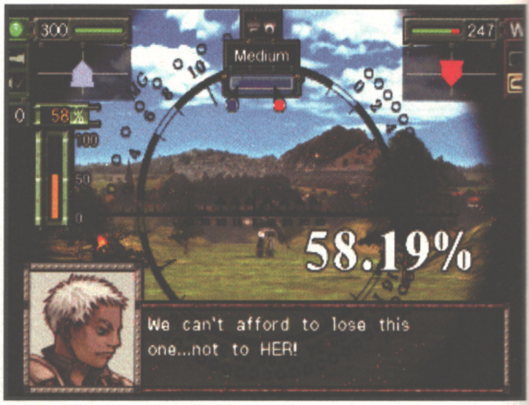
HOW DOES THE GAME PLAY?
You get your mission orders. You are given a bunch of mechs, each with accompanying infantry. A map divided into a grid appears, and you move your units round chess-style until in range of an enemy.

The mechs and infantry move as single units. You can't split them up. This means your strategies are a little limited. Sit in the town and get a defensive benefit or move out and concentrate your attacks on a single unit. But if the strategic aspect seems a bit constricted, the battle phases do enough to restore your faith in the whole thing again.



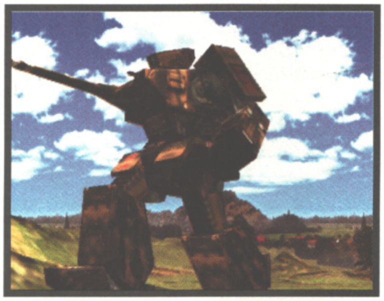
...This should hit the mark.

Battles take an age as you have to sit through animation after repetitive animation. If anyone finds a way to speed this up, let us know

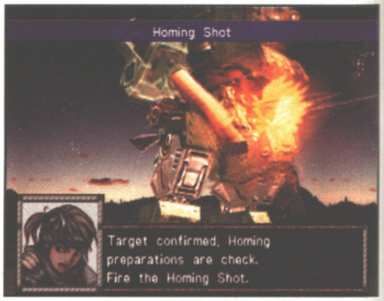


We can't afford to lose this one...not to HER!

You walk in range of your enemy. You trigger the wobbly gunsight and then wait for the moment to hit fire. Strategic decision making at its finest



The retro-WW2 design is very cool. They could have done so much more with this game. Shame



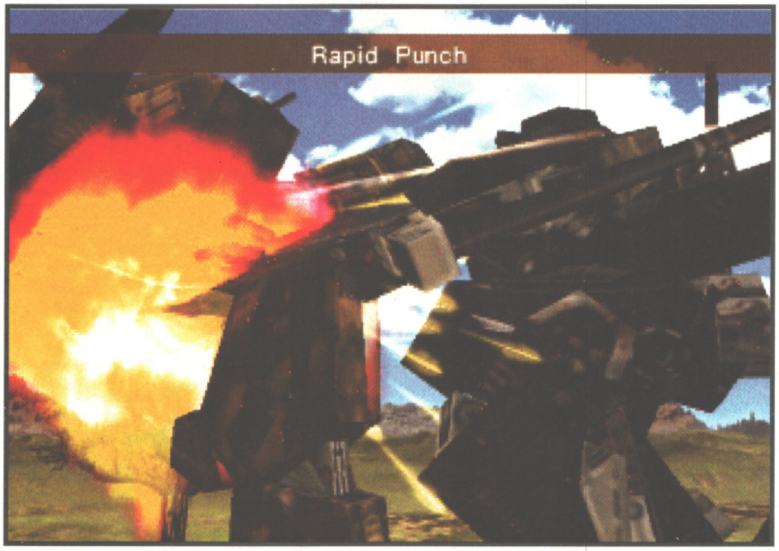
Target confirmed. Homing preparations are check. Fire the Homing Shot.

Each mech pilot can develop special attacks, which do little to spice up the formulaic combat

CHARGE!
The combat scenes open with some wicked visuals showing the two mechs stomping towards each other while infantry scurry around them. Bullets fly, burning vehicles lie wrecked in the background – it all looks top dollar.

The real-time element lets you move your mechs backwards or forwards to reach the optimum range for your cannon as you wait for it to reload. You can choose to keep your infantry in front or behind your lumbering, walking battleship depending on their offensive or defensive speciality.

PULL THE TRIGGER
When your mech is ready to fire you engage the gunsight and hit X when the wobbly gunsight is over the target. It's a little simplistic and can become a little repetitive – especially as these battles can last for hours.



Some mechs are suited to hand-to-hand combat. If your long range artillery mech gets caught like this, it's trouble

WORTH BUYING?
We applaud the designers for trying to break new ground with the combination of genres, but it hasn't gelled to be the masterpiece you might have expected.

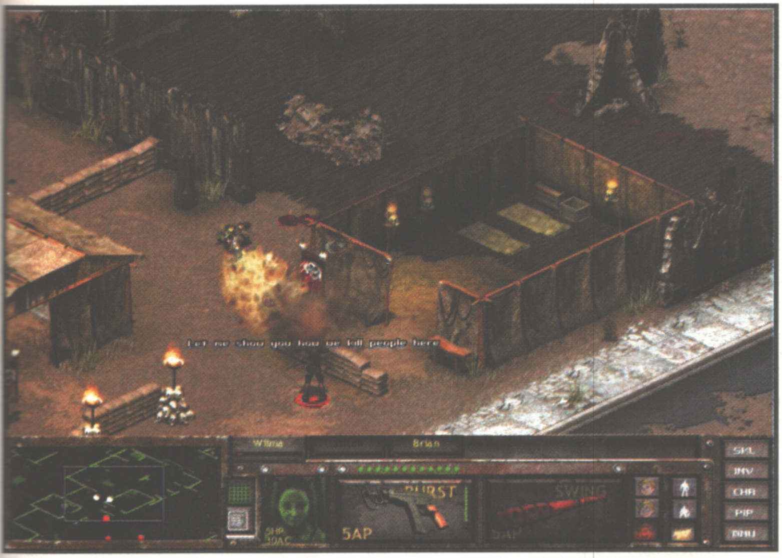
Strategy fans will likely lap it all up, though even they may feel the tactical options are a little limited. But action fans, however much tempted by rocking visuals, would do well to steer well clear.

computer and video Games
★★★

IF YOU LIKE THIS TRY THESE...
Front Mission 3 (PSone), *Robot Warlords* (PS2)

PC CD ROM

COST: £34.99
OUT: NOW
MULTIPLAYER: **1-18**



One of your party arrives in the enemy raider camp just in time for cocktail hour. Make his a Molotov

FALLOUT TACTICS

Lead your mates on a post-apocalyptic killing spree

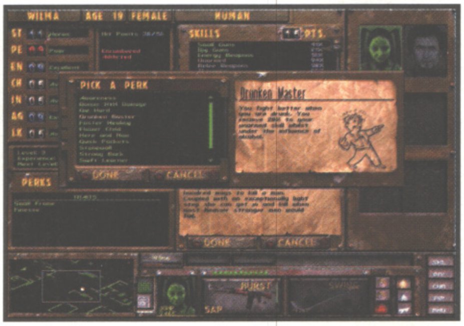
WORDS & SCREENSHOTS: MAURA SUTTON

WHAT YOU NEED TO KNOW

Fallout Tactics is the mean 'n' moody older bro' of the *Fallout* RPG family. Like the previous two *Fallout* games, *Tactics* is set in a post-apocalyptic world. The earth has been reduced to one big radiation-fried wasteland, ushering in a new age of dog-eat-dog tribalism. Survival in 2097 is all about blood, guts and guns. Just how we like it.

UP AND ATOM

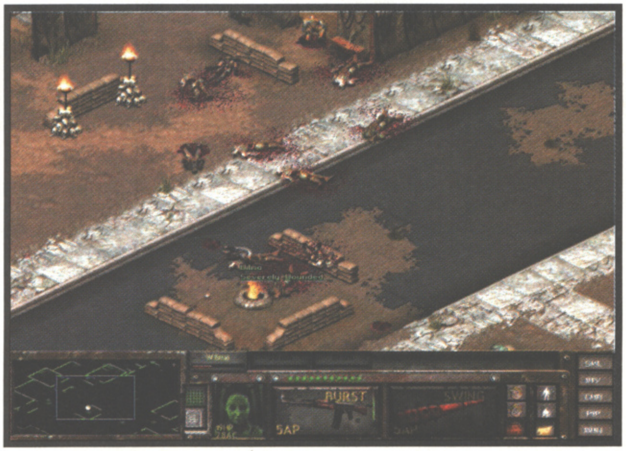
The grim setting may be familiar to *Fallout* fans, but the gameplay is very different. The emphasis here is firmly on tactical combat. You control a team of three to six soldiers who carry out missions on behalf of the Brotherhood of Steel. You level up with experience points and tweak skill stats in traditional RPG fashion, but you also get to fire guns, punch, kick and stab. The combat system plays out in real-time, with a turn-based option for those pining for the old days.



Even the character stats screen is cool. Choose your team wisely

Obtain medical supplies either by bartering or looting corpses

The post-atomic wasteland is a cool setting but may become repetitive for some



Going postal with an AK47 was becoming too much of a habit for Wilma

In the midst of all this brutal carnage, thankfully the phones are still working

Crawl on your belly like a snake to avoid the bloke with the enormous gun

Teamwork is the key to success in *Fallout Tactics*. That and a lot of firepower

POST-NUCLEAR CHIC

It's easy to see why the *Fallout* series has such a rabid cult following. *Tactics* oozes Mad Max style and reeks of putrid gallows humour with loads of fiendish little touches to make you snigger. The intense plotting and planning involved in pulling off a successful mission is deeply absorbing. The only downer is the lack of diversity in the gameplay. It's basically all about hunting and killing, while the setting never varies from the desolate nuclear wasteland, which might be a turn off for some.

WORTH PLAYING?

If big weapons, sneaky traps, buckets of blood, sick humour and swearing are your bag, you won't be able to stop playing *Fallout Tactics*. It's a huge dirty great bruiser of a game, a maniacally intense experience that brilliantly conveys the gritty realism of the subject matter. Play it for a few hours and you'll start to feel a little contaminated yourself, as you become immersed in the universe of decaying buildings, skin and bone palaces and desperate anti-heroes. Your tribe of troops will become your surrogate family, which is just as well 'cos you won't be seeing your real one for a while. Especially if you take it online. Good, dirty fun.

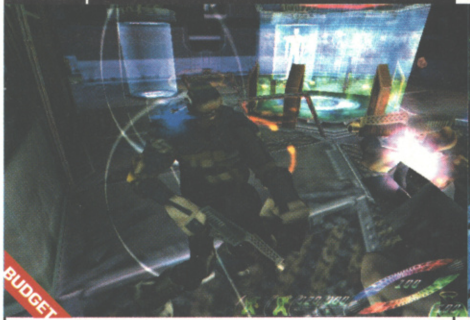
computer and video Games

★★★★

IF YOU LIKE THIS TRY THESE...
XCOM: Apocalypse (PC)

PC CD ROM

MESSIAH



£9.99 **OUT NOW**

WHAT YOU NEED TO KNOW
Hyped as the biggest thing ever before release only to be met by lukewarm review scores, this typically offbeat action-packed possess 'em up is well worth a second look at budget price. Play as angelic little dude Bob and possess everyday folk such as cops, barmen and ladies of the night as you try to save the world. Sounds interesting.

WORTH PLAYING?
There are control issues such as the awkwardness of actually possessing characters and some frustrating platform sections but the original concept and the freeform, open-ended gameplay – not to mention the wicked sense of humour running throughout – win out in the end.

★★★★

PS2

ARMY MEN: GREEN ROGUE

£34.99 **OUT NOW**

WHAT YOU NEED TO KNOW
Bending the mould slightly in the *Army Men* series, *Green Rogue* is a shoot 'em up that sees you adopt the role of a genetically engineered, hard-as-nails, plastic soldier sent to raise hell behind enemy lines. Think bog standard *Army Men* meets *Space Harrier*, then take away all of the retro-brilliance of the latter.

WORTH PLAYING
Playing *Green Rogue* gives you an idea of what it must be like to be a caged animal. The fixed scrolling battlefields give little room for movement, and the main character might as well be wearing a straight-jacket for all the flexibility he is capable of. Try running around in your wardrobe instead – same effect, but a lot cheaper.

★

PC CD ROM

TRIBES 2

£29.99 **OUT NOW**

WHAT YOU NEED TO KNOW
It's 3941 AD, you're mean and you're up for a rumble. In this first-person shooter you take one tribe, give them huge weapons, then let them loose on another tribe. Jet packs, armoured vehicles, vast playing areas – experience the joy of war.

WORTH PLAYING
An online multiplayer option allowing up to 64 players battling at the same time, a proper offline single player option (hurrah!), new weapons, stunning landscapes, a wealth of scenarios and a heart-thumpin' soundtrack make *Tribes 2* a super heavyweight follow-up to the 1999 original. The only drawback is that you'll need a super heavyweight system to get the most out of it.

★★★★

PS2

ARMY MEN: SARGE'S HEROES 2

£34.99 **OUT NOW**

WHAT YOU NEED TO KNOW
O Lordy, say it ain't so. Two games with those plastic privates in one month. This time you're in charge of a squad bent on taking out the evil General Plastro and his Tan Army. However, while scrambling past giant roast chickens and storming Mechano bridges, you won't be able to escape the stuttering character animations, the choppy environments and the painfully wooden gameplay.

WORTH PLAYING
If at first you don't succeed, give up. If only the Army Men creators would listen to our plea. *Sarge's Heroes 2* is a disgrace to gaming, and can only soil your PS2. Can't we finally seal the lid on these little pests and wave goodbye to them forever?

★

PC CD ROM

DRAGON RIDERS: CHRONICLES OF PERN

£29.99 **MAY 18**

WHAT YOU NEED TO KNOW
Based on Anne McCaffrey's successful fantasy book series, this third-person 3D RPG sees you don the winkle-pickers of a fearless dragon rider by the name of D'knor. Having been plagued by a ruthless parasite known as the Thread, the world of Pern is in a state of chaos and it's up to return order.

WORTH PLAYING
Moving with all the speed and elegance of a sloth you will soon become frustrated by the pace of your character and the adventure itself. Also, you want to be able to touch, smell, and scour the recesses of the environments, but unfortunately this is a largely hands off affair. And if you're expecting lots of fun steering dragons through the skies, forgedabowdit.

★★

PlayStation

NBA HOOPZ

FOULS 0
1st LAL 4
1:27 ORL 2
0 FOULS
GARRITY

£29.99 **OUT NOW**

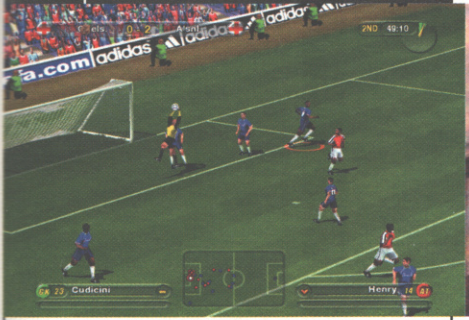
WHAT YOU NEED TO KNOW
You may not be convinced PSone needs another b-baller, but this offers three on three, six-player simultaneous action. In the same vein as its *NBA Jam* predecessors, this is more of a button-basher than a straight b-ball sim. So throw all finesse out of the window and just get dunking.

WORTH PLAYING?
There are no boundaries being stretched here, so expect to feel a sense of deja vu. It lacks some of the extras found on the PS2 version, but there are enough options to keep you hanging in there. The old school arcade simplicity is entertaining, but after a while you might be wishing for something with a little more grit and realism.

★★★

PC CD ROM

UEFA CHALLENGE



£24.99 **OUT NOW**

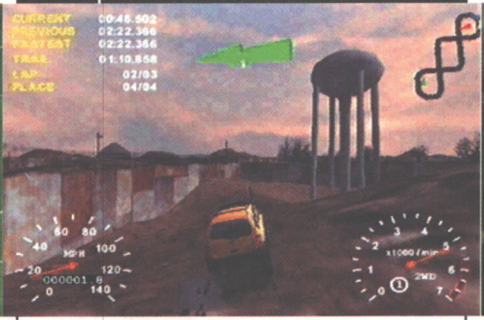
WHAT YOU NEED TO KNOW
Parading as a definitive version of European football, *UEFA Challenge* is stuffed with options galore and places its emphasis on variety and accuracy. For all the flexibility on offer, though, our attention can't be distracted from our one true desire, which is to be faced with stunning in-game playability.

WORTH PLAYING?
You'll be rightly impressed by the number of play modes and settings, but once on the pitch, your love of the game will be tested by mediocre gameplay. The smooth on-screen action only acts as cover for the clumsy controls and the awkward interplay. For the most part, the action is a hit-and-hope affair. We're not singin' any more.

★★

PS2

4X4 EVOLUTION



£39.99 **OUT NOW**

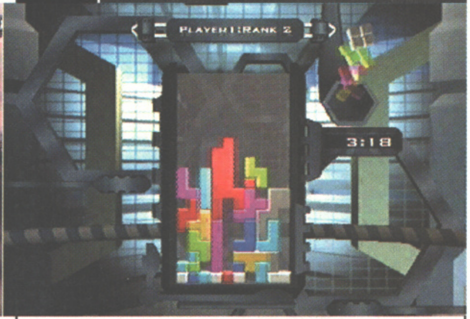
WHAT YOU NEED TO KNOW
Off-road motors get muddy in the PS2 version of the DC dirt racer. Trouble is, regular vehicles and irregular courses make for limited fun. The tracks are convoluted and the difficulty level really is cranked up to the max meaning you'll be hurling your pad at the screen in a fit of virtual off-road rage. Plus there's simply not enough sexiness in the cars to make you desperate to drive them.

WORTH PLAYING?
It scored a three on DC but something's gone amiss in transit to PS2. The bizarre car physics cause the most problems, with racers more likely to bounce you around the tracks than trash your vehicle when you crash. Odd and bad.

★★

PlayStation

THE NEXT TETRIS



£19.99 **OUT NOW**

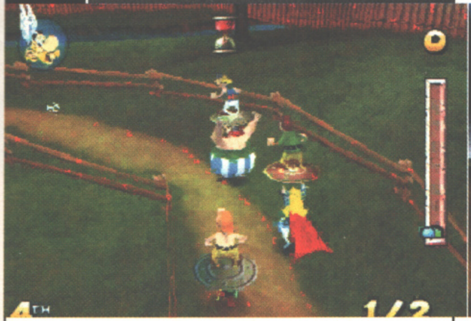
WHAT YOU NEED TO KNOW
Tetris has never really been happy away from its Game Boy home and like almost every other re-jigged *Tetris* of recent times, this latest incarnation isn't much cop. Different coloured blocks now fuse together to create odd shapes as well as throwing up fun-lessening gameplay complications.

WORTH PLAYING?
There are loads of different play modes and games but the strange way blocks join together in this version makes playing the game overly complicated and fiddly. Luckily the original game is bundled in there too but it doesn't make up for the limited thrills. Even the medicore multiplayer game doesn't lift this from a rough two star score.

★★

PlayStation

ASTERIX MEGA MADNESS



£19.99 **OUT NOW**

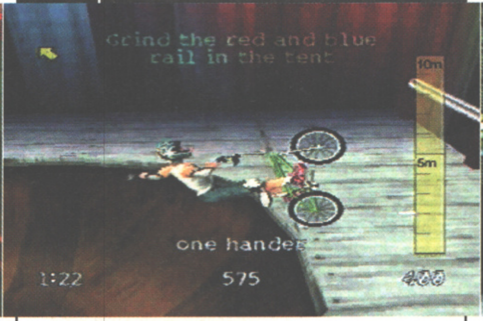
WHAT YOU NEED TO KNOW
It's French, it's formulaic and it's not much fun. *Asterix Mega Madness* sees you and some buddies facing off in a mini-game tournament to see who's best at playing through one dull and repetitive challenge after another. Racing, rhythm- action, shooting – it's all dull. Cue cheesy "boar"/"bore" joke.

WORTH PLAYING?
As a single-player experience don't even think about it – it's far too easy and just crushingly dull. With friends to play against it perks up a little bit, but probably not enough for anyone to feel they've got a value for money package. Rent if you must, but whatever you do, don't buy. One for the very young and the chronically sad.

★

PlayStation

DAVID MIRRA PRO BMX REMIX



£19.99 **OUT NOW**

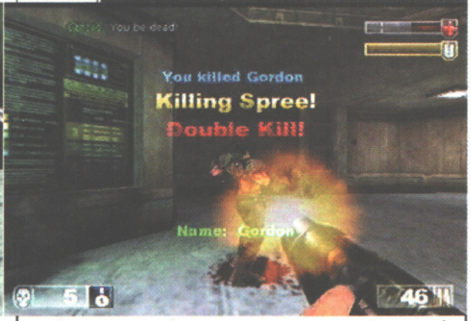
WHAT YOU NEED TO KNOW
This platinum release has got whole new levels with slightly tweaked visuals which immediately makes it more palatable than the full-price version. Take to a variety of BMX-friendly environments and pull off 'gnarly' and 'sick' tricks for points.

WORTH PLAYING?
Dave Mirra's doesn't have the super smooth controls of *Matt Hoffman* and lacks the imaginative level design. Though there's not a great deal of variety in the challenges, getting tricks right and pulling awesome combos without breaking your riders' digital face can be a load of fun. But ultimately the Mirra man is a pale reflection of the Hoffmeister when it comes to mad, rad gameplay.

★★★

Dreamcast

UNREAL TOURNAMENT



£39.99 **OUT NOW**

WHAT YOU NEED TO KNOW
The ageing PC classic finally hits DC, and had the multiplayer internet element not been torn out just weeks before release, it would have been great. The sad fact is, though, with only split-screen multiplayer available, this struggles to live up to the competition. Up to four players can frag it out split screen in old and new arenas using all the standard PC play modes, minus Challenge.

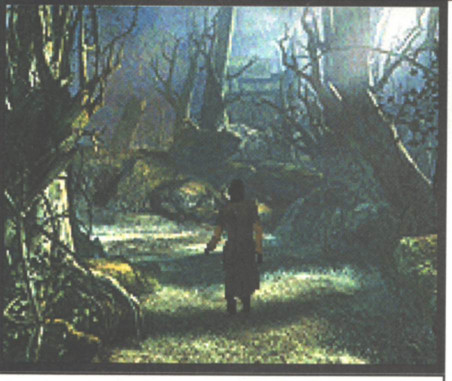
WORTH PLAYING?
There are a few frame rate issues and playing with a controller is not ideal. It's by no means a bad conversion, and is still a fairly good laugh with mates. But single-play is only average fun without the internet option, and *UT* pales next to DC Quake 3.

★★★

WORDS AND SCREENSHOTS: LEE SKITTRELL

YOU'LL NEVER WALK ALONE

...when you know which are this month's best GBC games



GAME BOY COLOR

COST: **£24.99**

OUT: **NOW**

MULTIPLAYER: **NO**

ALONE IN THE DARK: THE NEW NIGHTMARE

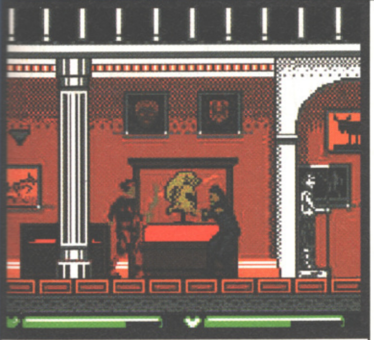
WHAT YOU NEED TO KNOW
Remember how excited everyone got last year about *Resi* coming to GBC? And then remember the rage upon hearing that, while the game was totally finished, Capcom wouldn't approve its release? Well survival horror is finally here on your handheld, courtesy of the Daddy of the genre, *Alone in the Dark*. And it looks a zillion times better than GB *Resi* ever did. Nyah!

PRE-RENDERED PERFECTION
Guide Edward Carnby through the tortured, murky landscape of Shadow Island, piecing together the frightening truth about strange experiments going on in the gloom. And for a handheld adventure, the tension is cranked up pretty high, thanks to the gob-smacking game engine. The game uses pre-rendered backgrounds, just like the PSone and DC versions and while inevitably pared down, they still manage to lick your eyes with candied loveliness.

COMPROMISING SITUATIONS
Gameplay is essentially the same as the home console versions: explore Shadow Island, screen by super sexy screen, collecting clues and using objects you find to solve puzzles. It is traditional survival horror fare, but totally unique to handheld gaming. The only major compromise made in the GB version is the combat screens. Monsters don't roam the pre-rendered backgrounds like you do, instead they pop up in RPG style isometric action sections.

WORTH PLAYING?
There are a few problems with *AITD*. The two very different styles of play can jar, especially when you're getting stuck in to some hardcore exploration in the gloom and a random battle pops up. The backgrounds, while stunning, can sometimes be just a touch too dark to see what's going on, and exits and important objects can be lost among the pixels. But as an extraordinary example of what the GBC can do, and as a genuinely entertaining game in it's own right – you'll find that *AITD* is worth that fourth Star.

computer and video GAMES
★★★★



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

THE MUMMY RETURNS

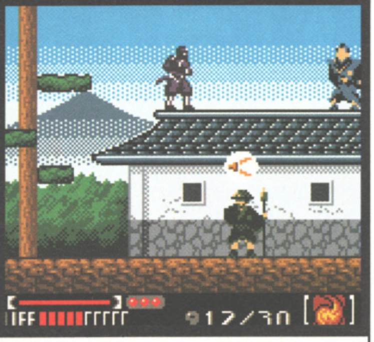
WHAT YOU NEED TO KNOW
Based on the brand-new sequel to the blockbuster movie, The Mummy, this is, in so many ways, an impossibly bad title.

Using the film plot, it tries to build an intense experience using various game styles to provide maximum fun.

WHY, OH WHY?
Sounds good on paper, but in reality you're given a shambolic mess that doesn't know its canopic jars from its elbow. The difficulty level is erratic: the first level's a nightmare, but then Level Two is laughably simple. There are at least 15 testers credited in the end credits, but what exactly they were testing is unclear: it surely can't have been this travesty.

WORTH PLAYING?
Only as an example of how to do everything wrong in a videogame. Instant death hell, sluggish, unresponsive controls, a learning-curve straight from a nut house. First take a forced-scrolling platformer, a slash 'em up and a *House of the Dead* clone. Then, strip away all the gameplay goodness, mix together, et voila! Go see the film instead, kids.

computer and video games
★



COST: **£19.99**
OUT: **NOW**
MULTIPLAYER: **NO**

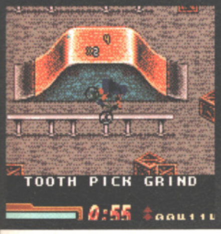
RETURN OF THE NINJA

WHAT YOU NEED TO KNOW
Our Johnny is an expert in the flatulent art of being silent but deadly, but as much as he likes to prance about in a black catsuit and balaclava, this does not make him a ninja. For most of us, playing this old-school platform action game will be as close to ninjahood as any of us will get. And as an added bonus, it plays just like the classic *Shinobi* series.

DO RON RON, DE DO RON
RoN lets you be either a silent death-dealing blokey or vicious lady expert of stealthy kills, but either way it plays much the same. The formula of multi-direction scrolling and sword-slashing is a winning one, and silently creeping up on enemies is cool.

WORTH PLAYING?
Shinobi fans will adore *RoN* and it's a good little adventure for everyone else. It's old school and occasionally too tough, but there's enough variety to keep you interested. The fact that enemies behave intelligently and react when they spot you is the final sexy blade slashed along your enemy's naked, quivering belly. We need to lie down...

computer and video games
★★★



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

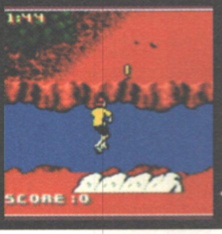
MATT HOFFMAN'S PRO BMX

WHAT YOU NEED TO KNOW
Much delayed on all the formats, the Hoffmeister is finally headed to a handheld near you. Forget the fact that these extreme sports dudes are insane and enjoy a challenging and addictive sports action game.

HOFF TO A GOOD START
It's true that Hoffman's game plays quite a bit like *BXS Road Champs*, but with the Hoffman name this game's worth a look in its own right. Practise the courses, learn multiple tricks and generally have a bicycle ball.

WORTH PLAYING?
GBC games are starting to look a bit ropey now that GBA's love is being spread around the word, but Hoffman still manages to look pretty decent while being fun to play. There's lots of game for your money too.

computer and video games
★★★★



COST: **£19.99**
OUT: **JUNE**
MULTIPLAYER: **1-2 LINK UP**

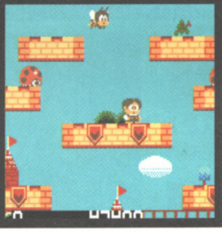
FREESTYLE SCOOTER

WHAT YOU NEED TO KNOW
Cruise through seven different courses on your wee scooter, pulling tricks along the way. Does it look like *Paperboy*? Yes. Play like *Paperboy*? Not quite. Does it possess that same quirky originality and suburban charm that *Paperboy* brought to gaming? Er, no.

LEMON SQUEEZY
Championship, Racing, and Trick modes allow you to demonstrate three individual scooter disciplines. However, playing on the expert setting, we completed all aspects of the game in under an hour. We all know we're skill at games, but that's still too short.

WORTH PLAYING?
Unless you've got a hardcore scooter fetish, you probably won't feel satisfied with *Freestyle*. Trick-hungry players should try *Tony Hawk* instead, while old-schoolers should check *Paperboy*.

computer and video games
★★



COST: **£24.99**
OUT: **NOW**
MULTIPLAYER: **NO**

RAINBOW ISLANDS

WHAT YOU NEED TO KNOW
Rainbow Islands is the stuff of legend. The simple premise of getting to the top of each vertically scrolling area using just your rainbow power and crazy platforming skills hides a depth of challenge that's rarely seen on GBC.

OVER THE RAINBOW
As a conversion of the aging multi-format game, it's nigh-on perfect, with a few tweaks to make it more GBC friendly, like slightly different level design.

WORTH PLAYING?
If you've never played *Rainbow Islands*, you can barely hold your head up and say you're a gamesplayer. Fans of the original may whine that it's been made a little too easy, but they still won't be able to tear themselves away. Throw in Time Attack modes and level selects and you'll be weeping with joy. Utter brilliance.

computer and video games
★★★★★

DESPERADOS

Once upon a time in the west

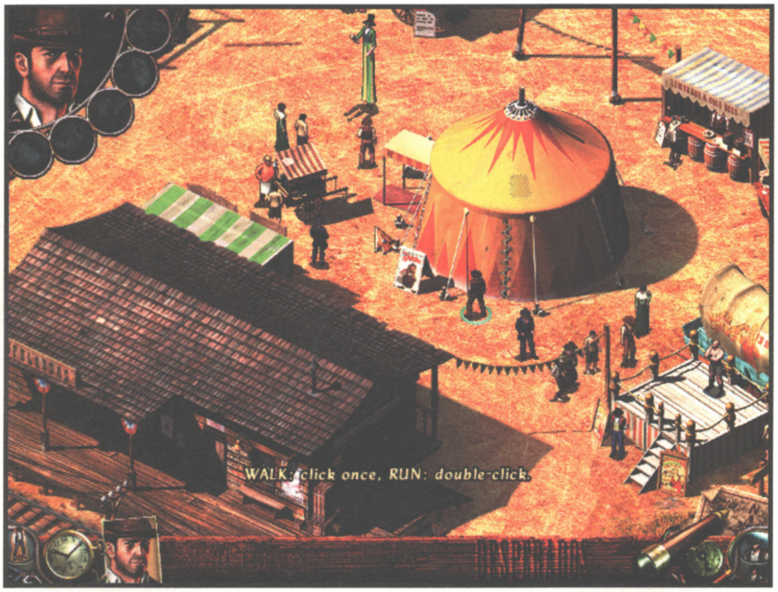
WORDS & SCREENSHOTS: STEVE OHANDSHAKE

PC CD ROM

COST: **£29.99**

OUT: **NOW**

MULTIPLAYER: **NO**



Though it looks a hive of activity, you can't interact so much with the environment and people around you. This means you soon lose interest in your surroundings and much of the good work gone into making them look good is wasted

GO WEST, YOUNG MAN

You control John Cooper, a bounty hunter hired to catch the notorious bandit, El Diablo. The real-time action plays out from an isometric view and consists of a mixture of puzzles, gunfights and stealth much like last month's *Star Trek: Away Team* or the classic *Commandos*.

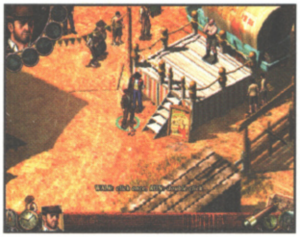
BIG UP THE POSSE

You soon recruit more rough riders to join you, each with their own speciality. First is Sam – a slave you free in an early mission – who's a dab hand with dynamite. Further along you hook up with showgirl Kate O'Hara who can distract enemies with her feminine charms, and a Chinese immigrant with a trained monkey that can perform tasks its oversized master can't.

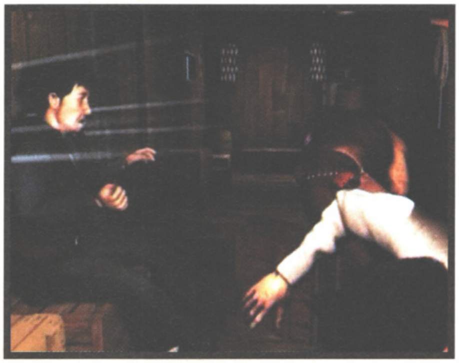
LOVE/HATE RELATIONSHIP

We think you either love or hate this kind of game. Controlling five characters simultaneously in real time is either intensely involving or a total headache, depending on how you look at it.

Missions usually involve a sequence of tasks that have to be accomplished in order for success. Trouble is, one mistake can be your last, and with five characters to look after at a time, there's plenty of room for slipping up. This is one of those games where the key marked 'save' gets hit more than the one marked 'fire'.



For a better look, zoom right in on things

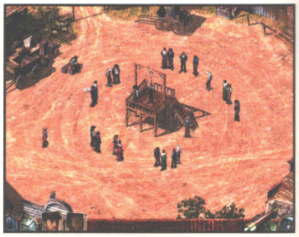


Regular – and very impressive – cutscenes keep you informed of the plot. Like the main game, these look a blinder too

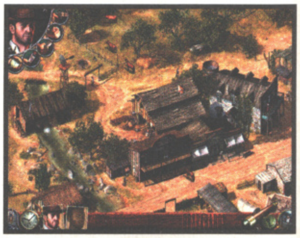
HIGH NOON

A great deal of time is spent avoiding combat, but when push comes to shove you simply highlight the weapon icon, point at the bad guy and click away on the mouse until he goes down.

You have to reload plenty with the six shooter and be careful of overheating, but before long you get your hands on rifles, shotguns and even bleedin' great gatling guns for maximum carnage. It's fun for a while, but very simplified and isn't one of the game's finer points.



Save this guy before he gets lynched



Zoom out for a real good look at what's going on. Looks swish, don't it?

THE LOOK OF THE OLD WEST

The isometric perspective looks mighty purdy indeed. The towns thrive with activity, the countryside is brimming with wildlife and the little touches are class. Birds nest on cliff ledges, townsfolk enjoy the attractions of the travelling fair and life generally goes on around you.

But you soon realise most of this is just gloss and the level of interaction you get with anything other than items and people directly related to your mission is limited.

WORTH BUYING?

There was a day when Westerns were more popular than bank holidays. These days they are thinner on the ground than pop bands who write their own songs, so we question the timing of *Desperados*' release. It looks great and has some nice moments, but it doesn't grab you by the kahunas like Commandos did in its day.

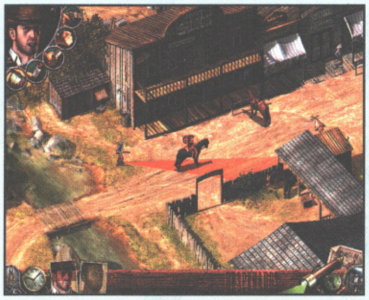
computer and video Games

★★★

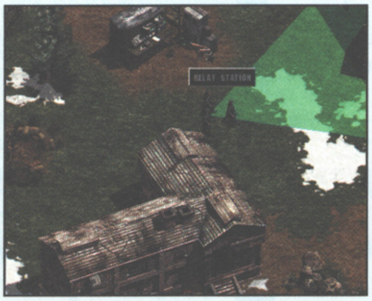
IF YOU LIKE THIS TRY THESE...
Commandos (PC)

DESPERATELY SIMILAR

Take a little look at these screens and quicker than a jack rabbit you'll be thinking *Commandos*. And you'd be right. This is *Commandos* in a pair of great big cowboy boots. Swap jackbooted Nazis for poncho covered banditos and SS Panzers for horses and wagons and you're more or less there. Many of the gameplay features have been lifted too, not least the line of sight arcs you activate to keep track of what the bad guys can see. Check these pics and see what we mean.



***Desperados*: Is that a commando disguised as horse?**



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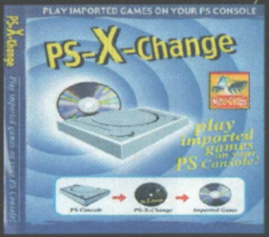
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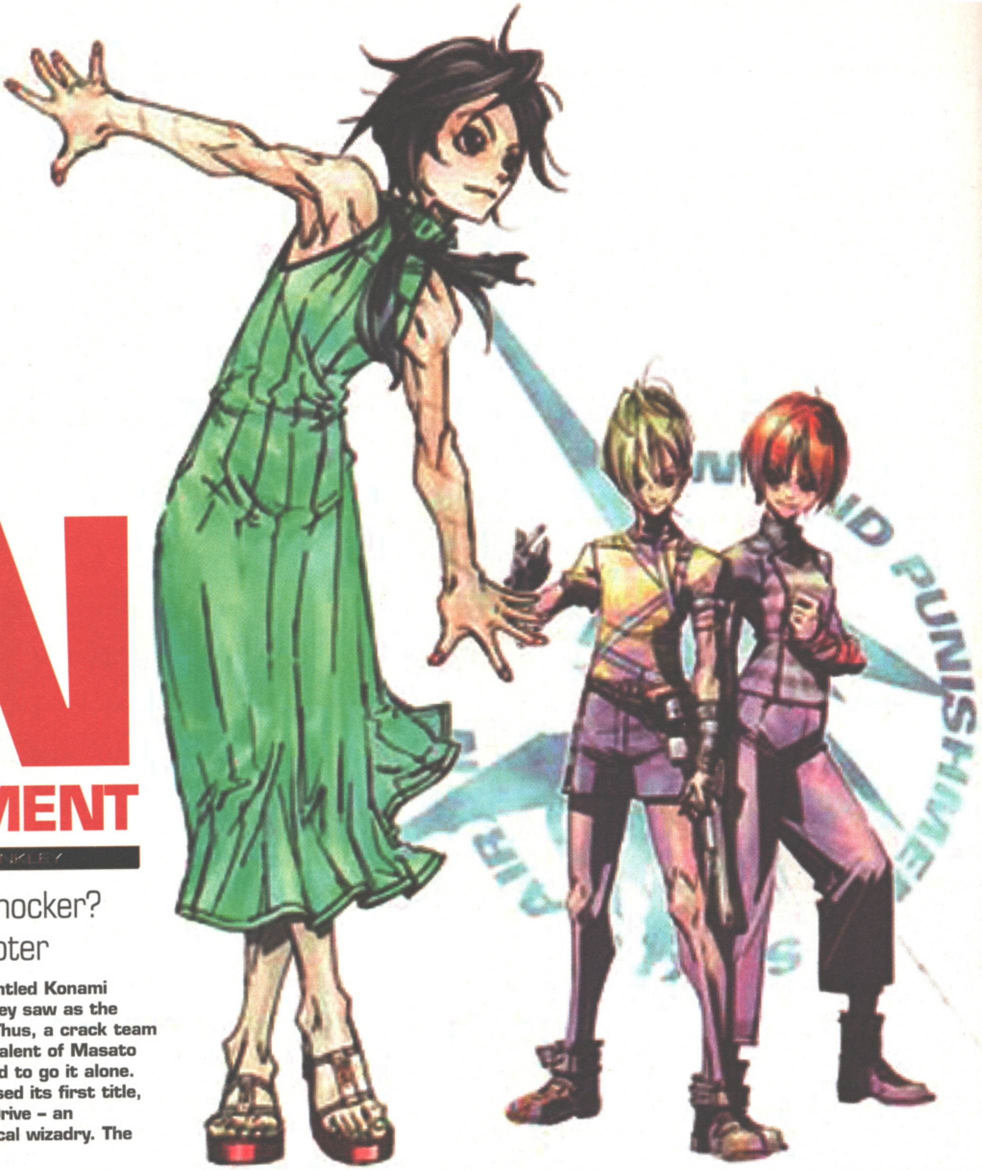


SIN AND PUNISHMENT

WORDS AND SCREENSHOTS: JOHNNY MINKLEY

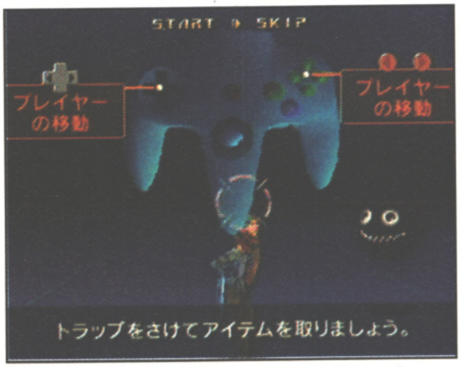
A full-on, leather-clad S&M shocker? Nope, Just an awesome shooter

In the early Nineties, a small band of disgruntled Konami employees ran out of patience with what they saw as the company's desire to manufacture sequels. Thus, a crack team of developers, fronted by the considerable talent of Masato Maegawa, promptly jumped ship and decided to go it alone.

In 1993, a small outfit called Treasure released its first title, the staggering *Gunstar Heroes*, on the Mega Drive – an inspirational blend of frenetic action and technical wizadry. The rest, as they say, is history.

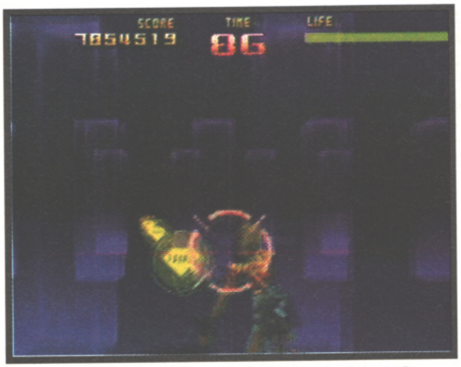
LEARNING IS FUN

The control system works wonderfully well, but it does take a little while to become accustomed to. Thankfully though, those lovely people at developer Treasure have seen fit to include a cool training mode, which, despite being in Japanese, is actually pretty self-explanatory.

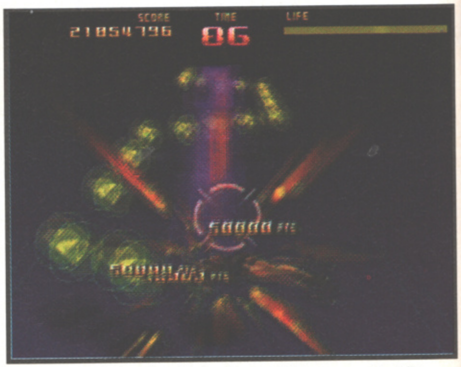


トラップをさけてアイテムを取りましょう。

This ridiculous looking blob with a squeaky voice is your trainer. There is no rational explanation for this. Almost as irritating as the trainer for *Theme Park World*



The strafe function is a vital skill to learn. The left and right C buttons perform this move and the training mode offers a series of obstacles to negotiate whilst strafing



The ability to dive to the side is also crucial to your survival. By double tapping either the left or right C buttons, your character leaps to one side, dodging enemies and gunfire

HUGE-O BOSS

In classic Treasure tradition, *Sin and Punishment* features a quite ridiculous and seemingly never-ending stream of bad-ass bosses to tackle. Each one has a distinct attack pattern that requires learning, and the sheer volume makes for tremendous, edge-of-the-seat action. Bring it on!

SCORE
211629
TIME
73
LIFE

Cats suck. Dog's rule. Fact. Blast this feline swine into oblivion. Just remember, it's only a G-A-M-E, or the RSPCA will be wanting words

LIZARD SEEKER/30

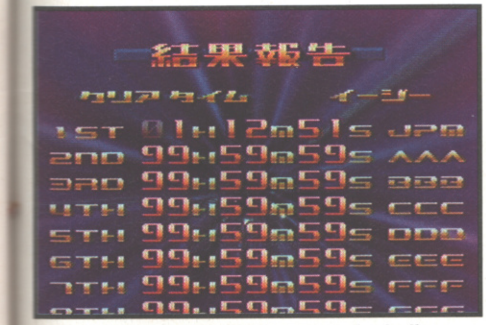
This bitchin' bot has a monstrous sword he'll try and cut you down to size with. Best to keep jumping around, then

NEAR ZERO MINOR/20

Take to the skies and defy gravity in the air-based level

ARCADE ACTION

Sin and Punishment is very much geared towards providing a hardcore, old school arcade experience, and thankfully much emphasis has been placed on its replay value, with the aim being to improve your performance in all aspects of the game.



結果報告

クリアタイム イージー

1ST	01H12m51s	JPN
2ND	99H59m59s	AAA
3RD	99H59m59s	BBB
4TH	99H59m59s	CCC
5TH	99H59m59s	DDD
6TH	99H59m59s	EEE
7TH	99H59m59s	FFF

Ah, the good old high-score table. If ever a game lent itself to points-accumalation, it's this one

SCORE
178967
TIME
90
LIFE

The more hits, the more points – obviously – but for every hundred hits you gain a credit. Yum

SCORE
346881
TIME
0
LIFE

Normal mode offers a much tougher test of your skills, with a greater number of bad-ass foes

WHAT WE THOUGHT...

IF YOU LIKE THIS TRY THESE...

***Bangai-O* (DC), *Jet Force Gemini* (N64)**

LITTLE TREASURE

The arrival of a new Treasure title in the office is akin to flinging open the window in an abattoir full of festering Foot and Mouth-infested carcasses, and letting a life-affirming gust of fresh air fill your starved gaming lungs.

It's their brazen, we'll-do-what-the-heck-we-like attitude that has made them such a favourite amongst hardcore gamers, and with *Sin and Punishment* they once again fail to disappoint. Once more, they've plumped for their beloved action-shooter genre, but for the first time taking the bold step of making a game in 3D.

BLOODY RAW

Sin and Punishment is an eye-watering, brain-melting shoot 'em up frenzy, with more pumping action than a sewage farm and more cannon-fodder than an Arnie movie. This is the videogame in its purest, most beautiful form, stripped of the fluff that clogs so many titles. What's left is a raw, feral experience that'll satisfy the hungriest gaming lust.

What makes this succeed is that beneath the apparent chaos there is meticulous order and perfectly balanced gameplay. "Do I focus my attacks to minimise danger, or do I shoot everything to gain extra credits and rack up a huge score?" Such choices are what bolts a title of this nature together, as there's no single correct way to play.

SIZE ISN'T EVERYTHING

The major fault is one of length. It takes under an hour-and-a-half to play straight through the game on Easy mode, and though Normal is tougher, the hardest task is learning the attack patterns of the bosses. However, in terms of intensity, the length somehow feels right, and the compulsion to replay is enormous.

The bad news is, there are no plans at present to release this game in Europe. That sucks. Great N64 titles are few and far between these days and it would be criminal if this didn't make it over to these shores. But YOU can make a difference. If you want to see this released over here, let us know at the usual address – we promise to pass on all your letters and emails to the people that can make this happen. Come on, what are you waiting for?

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